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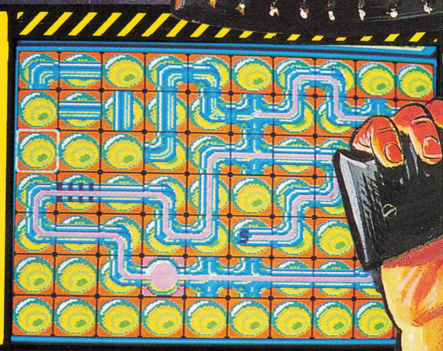

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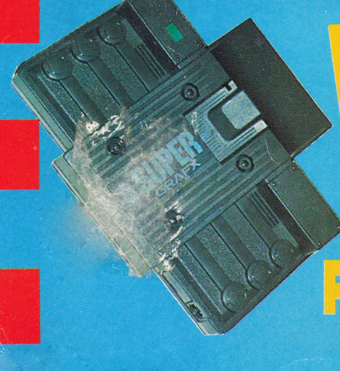

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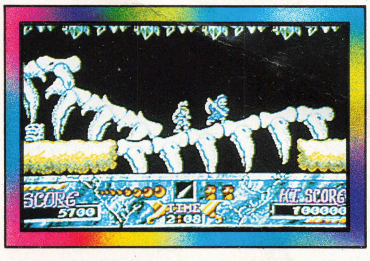
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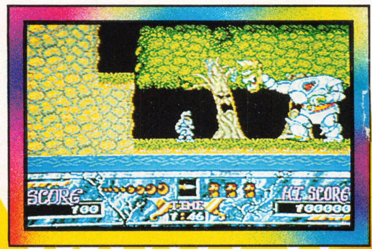
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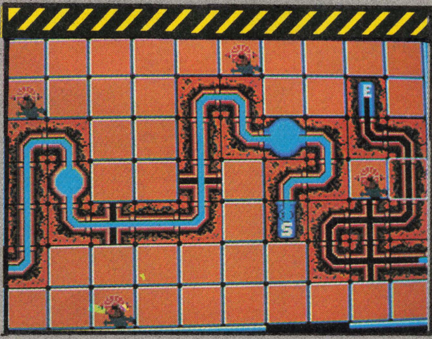

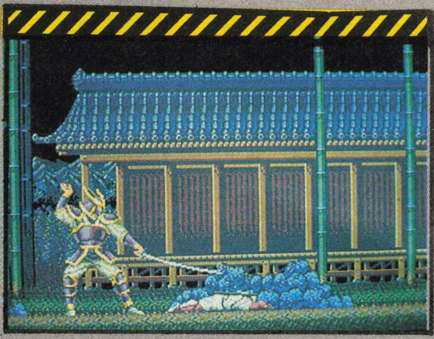

CONTENT

OOPS! NO CORPS!!

Sorry folks! But there's no Corps comic strip this month due to the artist, Jerry Paris, being ill with the dreaded flu. But don't worry, next month the story will continue...

PREVIEWS 94

We reveal the first games of the nineties - Escape from the Planet of the Robot Monsters, Space Harrier II, Coloris, Wings of Fury, and two amazing new console motorcycle racing games: Megadrive Super Hang-On and Taito's bike game on the PC Engine. We've also got a special preview competition...

MEAN MACHINES 82

Wo-o-ow! Nine pages of incredible consoles reviews, including Super Shinobi and Forgotten Worlds on the Sega Megadrive, Mr Heli on the PC Engine and Track and Field II, Life Force (or Salamander as British players know it better) and Mega Man on the Nintendo!

CONTENTS & CREDITS

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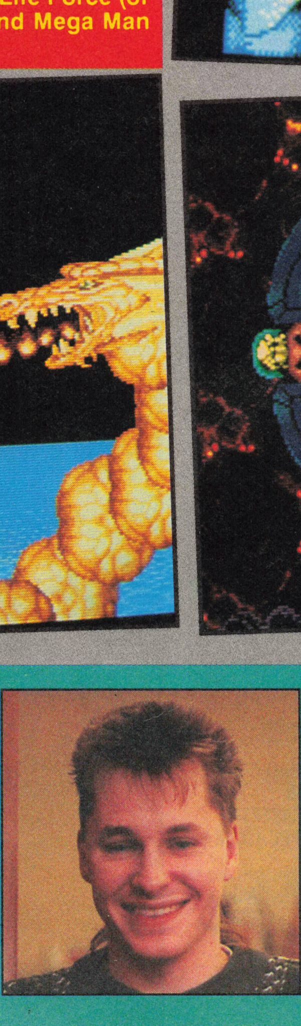
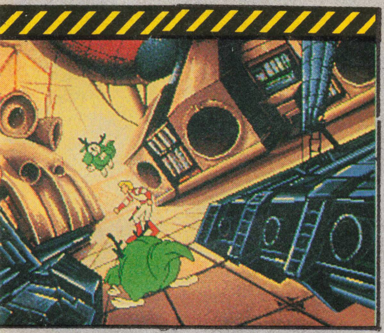


EDITOR: JULIAN "JAZ" RIGNALL
Surprise, surprise. Jaz spent the entire Christmas holidays playing games. He did stop once to try and get a highscore on the Christmas turkey - but couldn't find anywhere to plug in his joystick!



TS

MEGA COMPS

THE HOTLINES! 12

Pick up the phone, dial the number and you could be the winner of an amazing Sega Megadrive, signed copies of Emlyn Hughes' International Soccer, copies of X-Out and £100 worth of software for your machine!

WIN A PC ENGINE SG 47

Incredible!!! We've got the hottest piece of games hardware up for grabs in this amazing competition - the new version of the PC Engine!

SHINY, SHINY LEATHER 76

A fantastic well-hard leather biker's jacket is on offer in this great comp! It's ideal for scaring Grannies and making babies cry!

ARCADE ACTION 66

R-Type is back! Yes, R-Type II takes you even further into the unknown as once again you take on the Bydo Empire in this incredible new arcade shoot 'em up. Plus there are two other new coin-ops, the highly original DJ Boy and The Next Space.

PLAYMASTERS 25

Once again Jazza's bulging sack is full of loads of fabby tips for all sorts of games on all sorts of systems! Check it out. And see whether you're a record breaker in the highscore tables.

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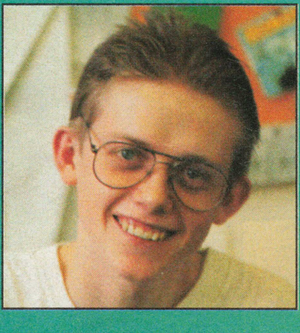
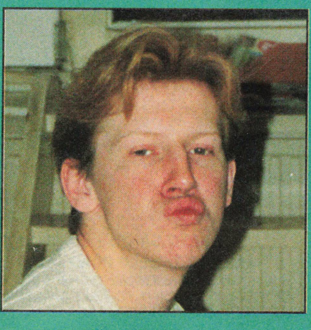
ART EDITOR: ANDREA "HOGMANY" WALKER
Andrea spent all Christmas yodelling Yuletide songs up and down the Glens of bonnie Scotland. So if you live in the land of the haggis, we apologise on her behalf - next year we'll send her potholing or something.

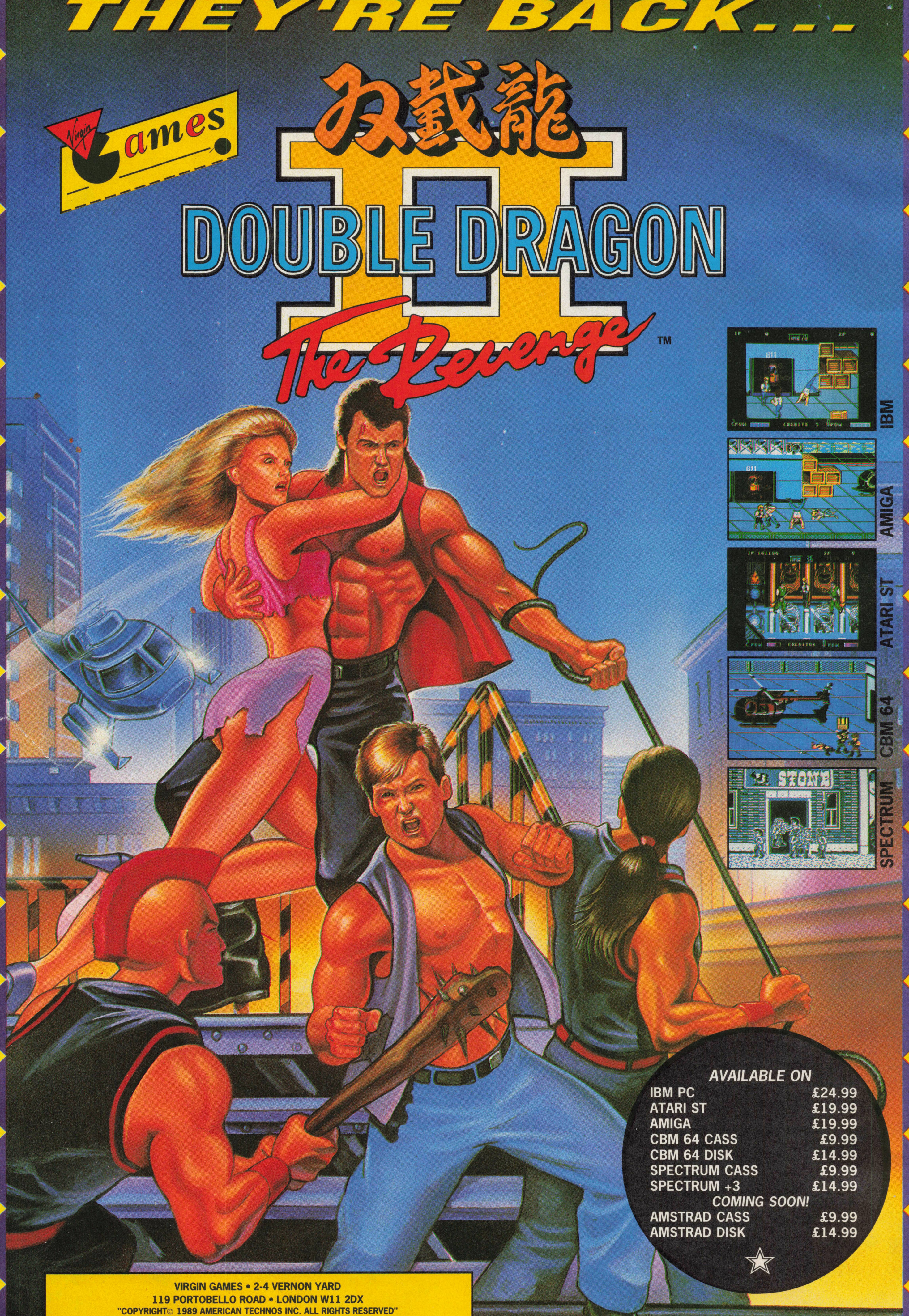


STAFF WRITER: PAUL "I'VE GOT SUCH AN ENORMOUS AND TOTALLY RIDICULOUS NOT-VERY-FUNNY REMARK BETWEEN MY CHRISTIAN NAME AND SURNAME THAT THERE'S NO SPACE TO ACTUALLY WRITE ANYTHING INTERESTING ABOUT MY CHRISTMAS" GLANCEY



STAFF WRITER: PAUL "A" RAND
Paul can't really remember much about his Christmas as it all became a haze after his first orangeade top on the train back to Newcastle. But it was "A champ'yin canny laff" nonetheless.

THEY'RE BACK...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TRIPPING THE LIGHT FANTASTIC

Like Rainbow Arts last year, Code Masters have just announced the completion of a Compact Disk loader for the Spectrum, Commodore or Amstrad CPC machines, which loads games in around 40 secs. Garth Sumpter spent a day on the Code Masters farm to see how they did it all...

Okay, so everybody wants to load stuff into their computer faster than a tape, but nobody wants to shell out the money for a disk drive. Now Code Masters have come up with a solution - an adaptor which provides an interface between your computer and a normal compact disk player and turns it into a sort of disk drive, the only difference being that you can only load games - you can't actually save anything onto the disk. The interface comes with a CD-Rom (which is basically a normal CD) containing 30 Code Masters games, and costs just five pence under £20 - a bargain! So how does it actually work?

THE CD SIDE OF LIFE

The program is stored on CD in digital format, and when played the program whizzes down the wire (you can listen to it if you like, but it's horribly screechy and will more than likely burst your ear drums). But the computer can understand it, and with its processor working flat out to interpret the signal into computer code, the end result is a loading time of well under half a minute in some cases!

MOVING IN STEREO

On the C64, to make things even faster the accurate stereo effect from the CD is utilised to send two separate signals - one which is the data and another which acts as timing pulse, telling the computer to read the signal at a point when it is strongest, making it more accurately interpreted by the processor as a 1 or a 0. Consequently loading is virtually error free, and code can be crammed into the machine even faster than the Spectrum!

THE CD GAMES PACK
NOW YOU CAN LOAD COMPUTER GAMES FROM YOUR COMPACT DISC
Code Masters

INTO THE FUTURE

The application of the CD system is totally up to software developers. But one thing's for sure - it has plenty of potential. Hundreds of megabytes of information can be squeezed onto the disk - far more than a conventional computer disk - and since loading time is short, far more graphics and sound information could be stored for games. Imagine a game with minutes of digitised speech or amazing digitised graphics! It could happen. Keep watching this space.

WHAT'S ON

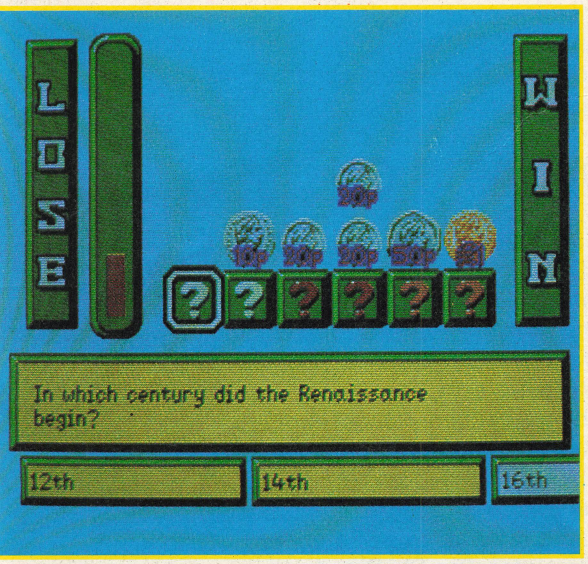
THE SPECTRUM PLAYLIST
3D Starfighter, Arcade Flight Simulator, ATV Simulator, Bigfoot, BMX Dirt bike/Freestyle/Quarry Racing, Death Stalker, Dizzy I, Dizzy II, Eleven-a-side, Fast Food, Fruit Machine Simulator, Ghost Hunters, Grand Prix Sim II, Indoor Soccer, International Rugby Simulator, Jet-ski Easy/Hard, Moto X, Ninja Massacre, Pinball, Pro Skateboard Simulator, Pro Ski Simulator, Robin Hood, Soccer Skills, Snooker Simulator, Street Soccer, Street Gang Football, Super Stuntman, Twin Turbo V8 and Vampire.

THE 64 PLAYLIST
BMX Simulator, Pro Skateboard Simulator, Super Robin Hood, Grand Prix Simulator, Vampire, Poltergeist, Red Max, Fruit Machine Simulator, Ninja Massacre, Magnum Force, Rugby Simulator, Super Stuntman, Lazer Force, BMX Freestyle, Super G-Man, Dizzy, Ghost Hunters, Advanced Pinball Sim, Thunderbolt, Cosmonut, Arcade Flight, Moto X Sim, SAS Combat Sim, ATV Sim, Pro Ski Sim, Super Hero, Treasure Island Dizzy, BMX 2 Dirt Track, BMX 2 Quarry, Street Soccer, Indoor Soccer and 11-a-side Soccer. There's also a sound test on track 1 to assist in setting the volume.

EMLYN NEWS

It's not every day that you get to meet a big star of the software reviewing world like Paul Rand. Recently it was the turn of this lucky young lad, who said his name was Emlyn. As you can see from the picture, cheeky Mr Rand likes nothing better than to entertain his fans, and even managed a cheery smile for the camera as he and Emlyn quaffed at The Hog's Grunt Inn, Cricklewood.

After a few jars, the conversation turned to software and, his tongue loosened by the vino, Emlyn revealed that he had actually starred in a computer game himself! Not only that, he said he was soon to appear in another one! Emlyn is licensing his (rather unusual) name to Audiogenic for their latest product, also pictured here. It's a general knowledge trivia quiz game similar to those "Give Us A Break"/"Suit Pursuit" machines found in public houses across the land, but with a bit of board gaming thrown in for laffs. The game is out on all formats at the end of January, and goes under the name of Emlyn Hughes' Arcade Quiz... Hang on... Emlyn Hughes! Didn't he used to be famous...? Blimey...



In which century did the Renaissance begin?

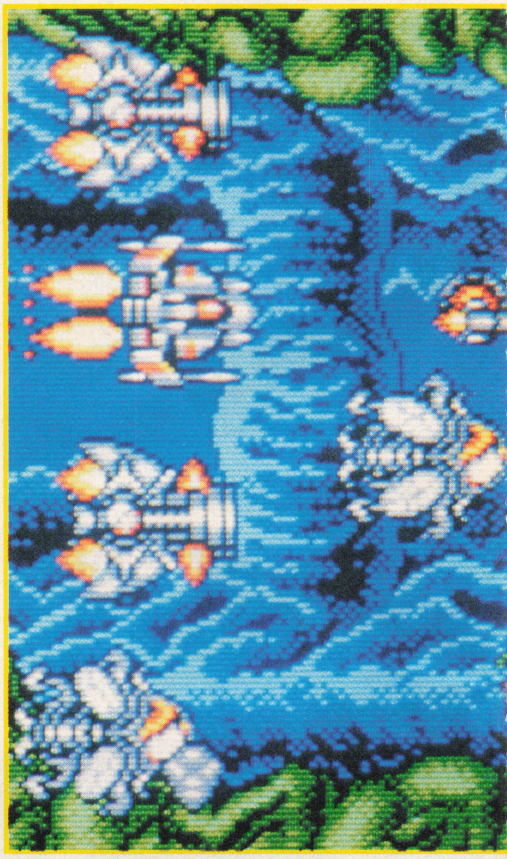
12th

14th

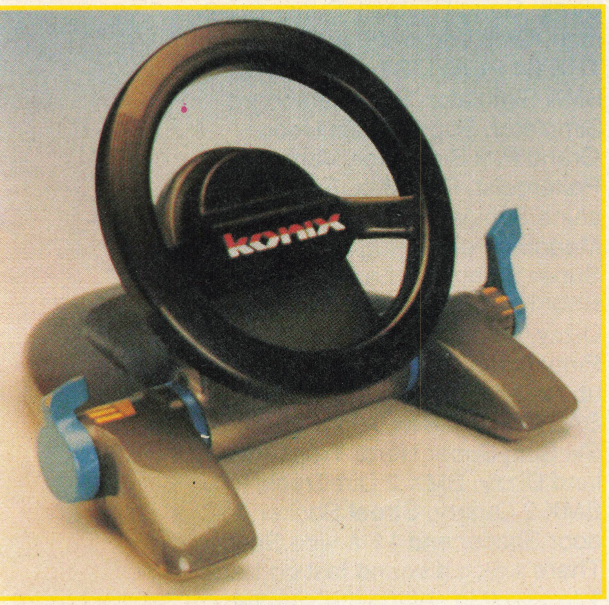
16th

DARIUS DUNCE

Teeny mistakelet in last month's review of Darius+. The Amiga version retails at £24.99, and not the £19.99 stated. Apologies to The Edge. No apologies to Paul Glancey, who made the mistake and has since been hung up in the Ed's garden to feed the blue tits.



WHERE'S THE KONIX?



Where indeed? After numerous telephone enquiries from inquisitive punters we decided to find out what had happened to the Konix Multisystem, which was supposed to be in the shops in time for Christmas. A spokesperson for Konix was only able to tell us that the machine with the original specifications would be on sale for £229, some time during the first quarter of 1990. "It was an ambitious project," said a Konix spokesman, "and with ambitious projects complications tend to crop up and hence the delay." Oh dear.

MORE DOMARK BONDAGE

Our spies in the industry tell us that Domark have bought up the license for another James Bond movie, but unfortunately, because Cubby Broccoli isn't bringing out a new film for a couple of years, they've plumped for 007's outing of several years back, The Spy Who Loved Me. The game is currently in the story boarding stages, but you can expect to be skiing off cliffs and racing about in a missile-firing Lotus Esprit around next July or August.

ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

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With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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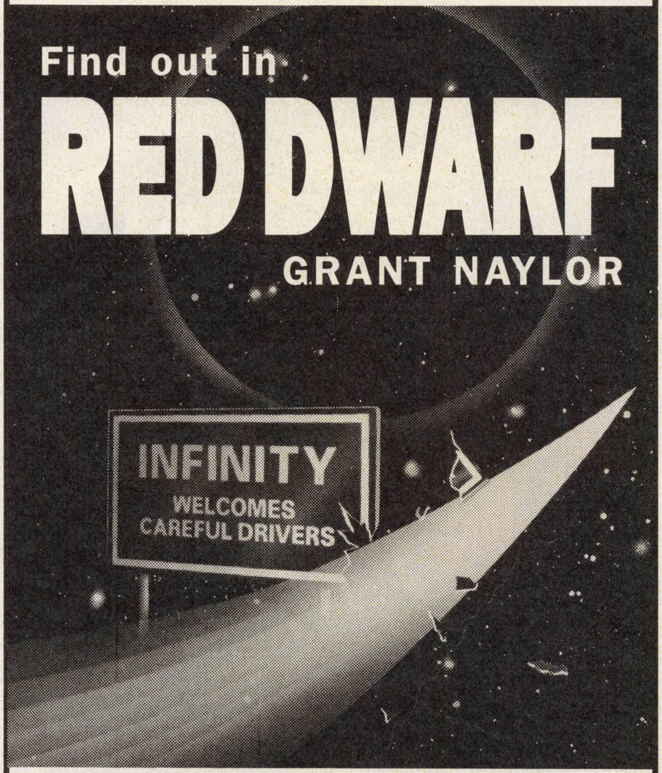
HOW WOULD YOU FEEL IF YOU DIED, MISSED THE ENTIRE HUMAN RACE, THEN WOKE UP TO FIND THAT THE CAT IS BETTER DRESSED THAN YOU ARE?



The novel that boldly goes on where Voyager 11 runs out of petrol.

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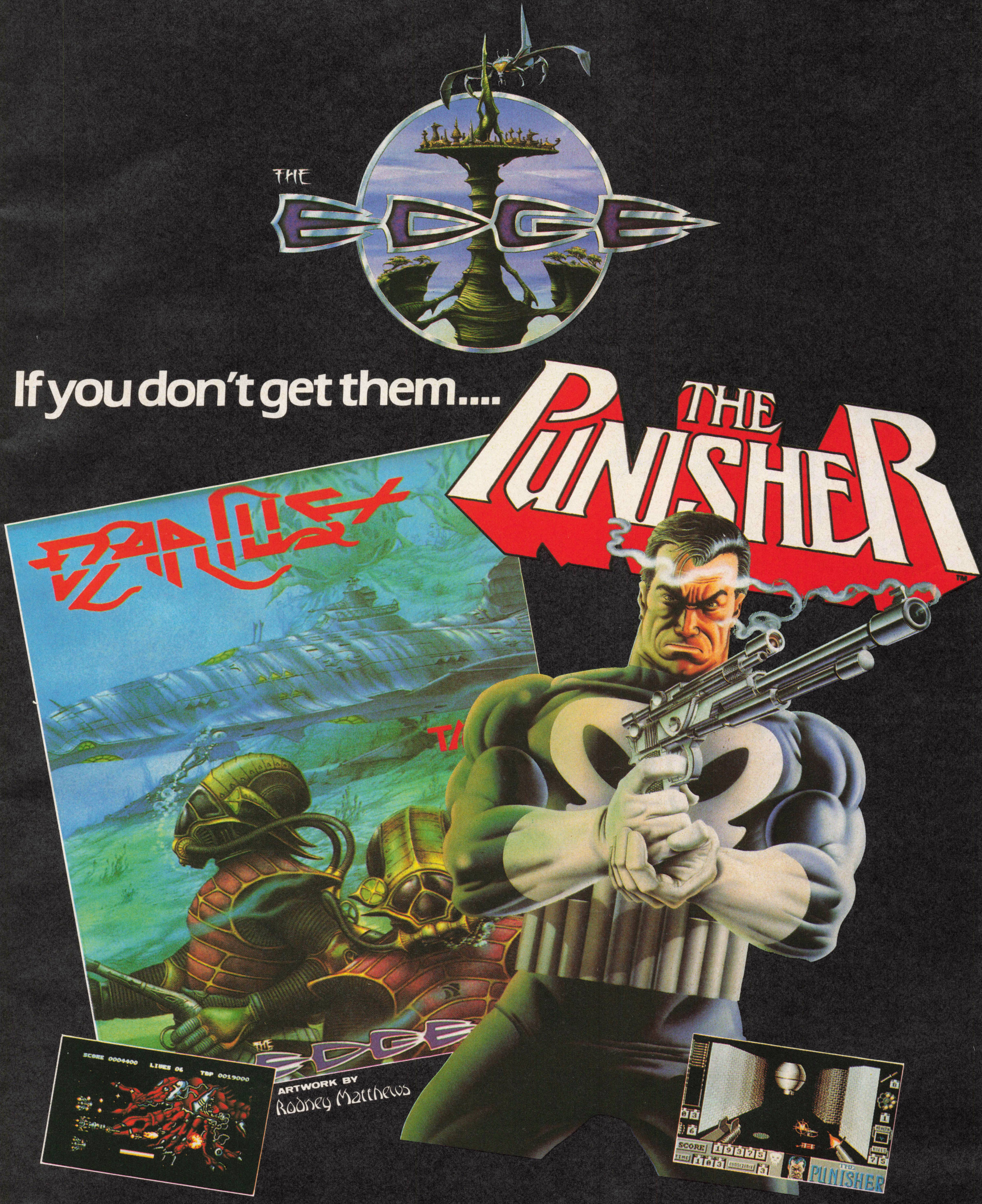
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Eee, I know it! I know it! Aah, you may know it Emlyn, but will our readers? We'll find out when they ring our Audiogenic Comp-Line in the hope that they win one of the sporting prizes in this brilliant Emlyn Hughes Giveaway. To celebrate the footy sim's 48 weeks in the chart, two signed copies of International Soccer complete with autographed Emlyn posters are up for grabs for the first prize winners, with eight copies of the game available to the runners-up. So do your funky dialling stuff and answer the easy-peasy questions which abound!

LINE TWO
0898 555 537
WIN A HUNDRED QUID'S WORTH OF GAMES!

Yes folks, it's yet another of those mega £100 giveaways, courtesy of us lot here at C+VG! No matter what machine you own, if you're the winner we guarantee you months of gaming fun at the expense of your fave games mag! So don't delay, phone us today!

LINE THREE
0898 555 538
WIN A SEGA MEGA-DRIVE!!!

We think we've given away more than enough PC Engines over the past few months, so this time we turn to that other mean machine, the scrumptious Sega Megadrive! If you take your gaming seriously, you'll know that to miss out on the chance to win this amazing 16 bit console would be tantamount to, well, doing something very silly indeed. And all you've got to do is put yer finger in the little hole on the front of your telephone and give us a call!

LINE FOUR
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WIN COPIES OF X-OUT! OOOH!!!

Fifteen copies of Rainbow Arts' HIT-rated shoot 'em up, across all major formats, can be won this month! And there's never been an easier way to be in there with the best of 'em. Get on the blower, ring the number shown above, answer the questions, and keep your fingers crossed. Easy!

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C+VG'S FAVE GAMES OF THE 80'S

Now we're into the 90's, the C+VG lads have decided to get together and reveal their favourite games of the last decade. You might agree with them. You might not. In which case why not write in to the YOB saying what your favourites are and why. There's a special prize for the best letter we receive on the subject...

JAZ RIGNALL

A very difficult choice - there are loads of games which I still play, and the following ones are just a few of my favourites in no particular order...

IMPOSSIBLE MISSION
(C64)
A stunning arcade adventure, and an almost perfect game.

ANY EUGENE JARVIS COIN-OP
That means Defender, Stargate, Robotron, Joust I/II and Sinistar - all brilliant!

BOULDERDASH
(C64/ATARI)
A fiendish puzzle game.

TETRIS
(GAME BOY)
One of the most addictive games ever.

ANCIPITAL
(C64)
Weird and utterly, utterly wonderful.

SIM CITY
(AMIGA)
A strange, abstract game that keeps you playing.

INDY 500
(PC)
The best race game I've played outside of an arcade.

PARADROID
(C64)
A stunning game - I'm looking forward to the 90's version coming out on 16 bit later on this year.

DROPZONE
(ATARI)
The best 8 bit blaster of all time.

ANY SUPER MARIO GAME
(NINTENDO)
Simply perfect playability. Mario III is simply awesome.

PAUL RAND

Yeah, it's a tough choice. But here are mine - and I've got them in order!

1. GUNSHIP
(C64)
It's THE best flight sim on the 64 (and I got a Congressional Medal Of Honour!).

2. OPERATION WOLF
(C64)
I think I was one of the few people who could play it with a joystick!

3. OUTRUN
(COIN-OP)
Everyone crowds round when you're about to finish - it's a real pose!

4. RAMBO
(C64)
Miles better than Commando, and the music's great.

5. 3D MONSTER MAZE
(ZX81)
That game had the best graphics ever on Sinclair's little doorstopper.

6. SUPER MARIO BROS III
(NINTENDO)
We've had it in the office for months, and I've hardly stopped playing it.

7. ELITE
(SPECTRUM)
Played this for ages when it came out, and became Deadly without using any cheats!

8. PIRATES
(C64)
Stayed up playing literally all night with the brightness turned down, so my mother wouldn't whinge at me.

9. AIRWOLF
(SPECTRUM)
The first game I ever bought for my Spectrum, and I STILL haven't finished it!

10. URIDIUM
(C64)
Didn't really like this until a couple of years ago, but you couldn't get me off it after that.

PAUL GLANCEY

There's no doubt about my number one favourite game, but choosing the rest was a difficult decision.

1. DUNGEON MASTER
(ST)
So cunning and so atmospheric. You really started to worry about what was lying in ambush around the next corner.

2. ELITE
(ST)
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6. INDIANAPOLIS 500
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Astonishingly realistic racing simulation. Almost worth buying a PC for.

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Playing it in a darkened room with the music turned up is an experience not to be missed.

8. TETRIS
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The definition of "engrossing". The ultimate portable pastime.

9. GHOULS 'N' GHOSTS
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Game	Format	Price	Release Date
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SPACE HARRIER	Spec. C64 Ams.	£2.99 £2.99 £2.99	22.12.89
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WS9 8 PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408

CYBERBALL™

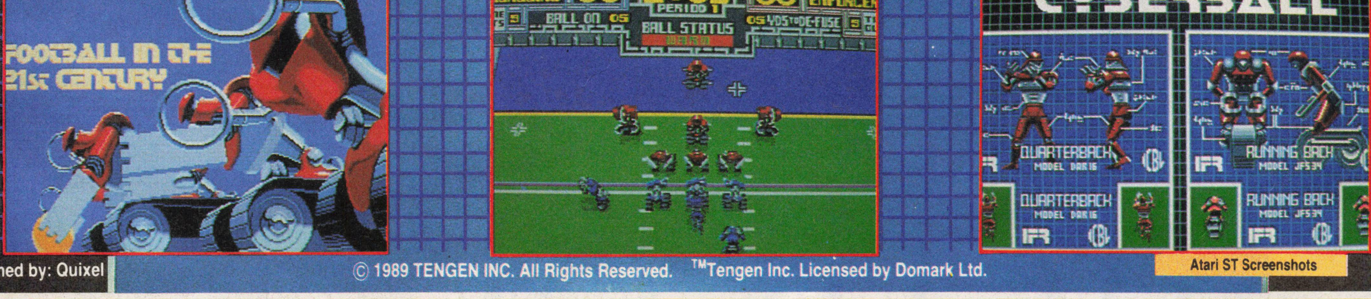
October 2006 Paul "Bubba" Kwinn banned for bionic violation

September 2008 Random bionic testing enforced

October 2008 Bionically repaired players take legal action

November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.

January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation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MODEL DAK16
RUNNING BACK
MODEL JF534

Atari ST Screenshots

Programmed by: Quixel

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THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

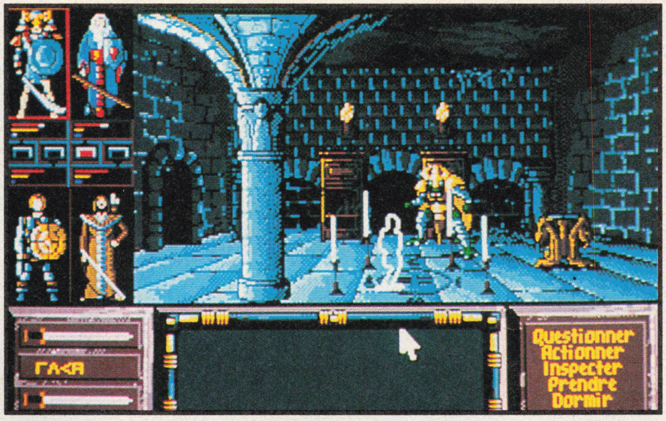
THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



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C+VG HIT! REVIEWS

DIE HARD 18
Thrilling PC arcade adventures with a cheeky Brucie Willis sneer, in the game of the groovy movie.

PIPELINE 34
Empire bring you a superb Amiga puzzle game which will drive you "plumb" crazy!

X-OUT 44
Beautiful, megablasty Amiga action from zose crazy German geezerz at Rainbow Artz.

MEGAMAN 83
Fiendishly addictive superheroes-on-platforms craziness on the Nintendo.

LIFE FORCE 84
At last, the Nintendo conversion of the Salamander coin-op makes it to British shores!

TRACK AND FIELD II 86
Not only the best Nintendo sports-sim, this is one of the best on any computer!

MR HELI 88
Superb PC Engine version of the supercute Irem coin-op.

FORGOTTEN WORLDS 91
One or two player shooting fun in this marvy Megadrive conversion.

SUPER SHINOBI 92
Megadrive Ninja magic! Kicks the coconuts off other beat 'em ups!

DIE HAR

BY ACTIVISION

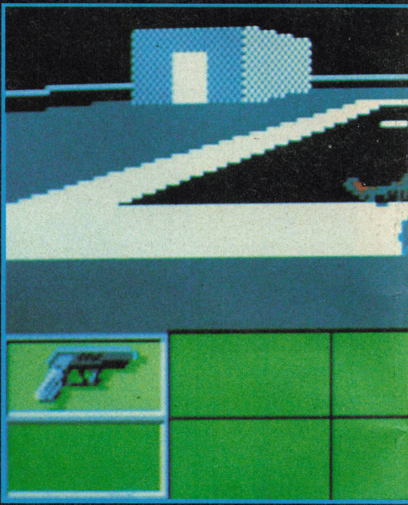
It's Christmas Party time at the Nakatomi Corporation's new office block. Employers and staff make merry together on the 32nd floor of their high-rise headquarters, eating, drinking and dancing the night away, little knowing that a terrorist organisation has evaded the building's security systems, locked the doors and is about to gatecrash the function, guns blazing. Led by one Hans Gruber, the terrorists are demanding the $600m worth of bearer bonds, held inside the company's seven vaults, otherwise a massacre will take place. The idea was flawless.

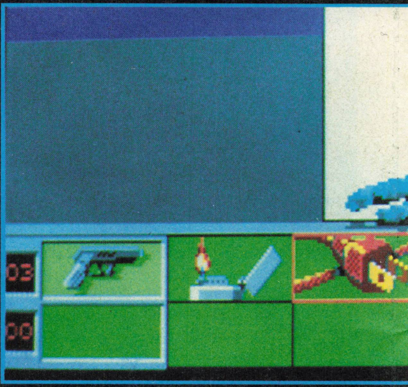
Almost.

John McClane, an off-duty New York police officer is inside the building, visiting his estranged wife, Holly. Carrying nothing save his regulation pistol, he ducks into the bathroom on the 32nd floor to weigh up the situation. And what a situation! The only way to save the hostages and foil the terrorists' plan is to deactivate the security seal which is locking the door leading to the roof. Once on the roof, he must swing to a building opposite, then from that building crash through the window to level 33 of the Nakatomi offices, negotiating the Board Room to reach level 34, then back to the roof before climbing down to a lower floor to tackle head honcho, Hans. Throughout the building are terrorists which need to be eliminated, both to stop them from killing McClane and to collect the weapons and other useful objects which they possess. A vertical bar represents McClane's energy level, which decreases when shot or punched by a terrorist. Extra energy can be gained by using the first aid kit on level 32, or by eating the food carried by some of the enemy. On reaching Gruber, McClane finds that the evildoer is holding Holly at gunpoint - precise pistol packing is the order of the day if Hans is to get his just desserts.

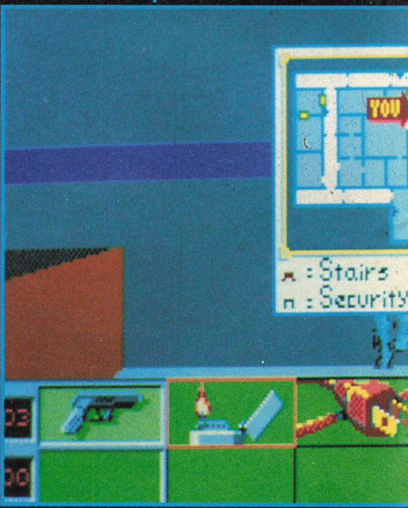
The most striking aspect of what could have been a fairly average arcade adventure is the amazing 3D graphics system implemented in Die Hard. Each room is littered with tables,

He was no match for my men.

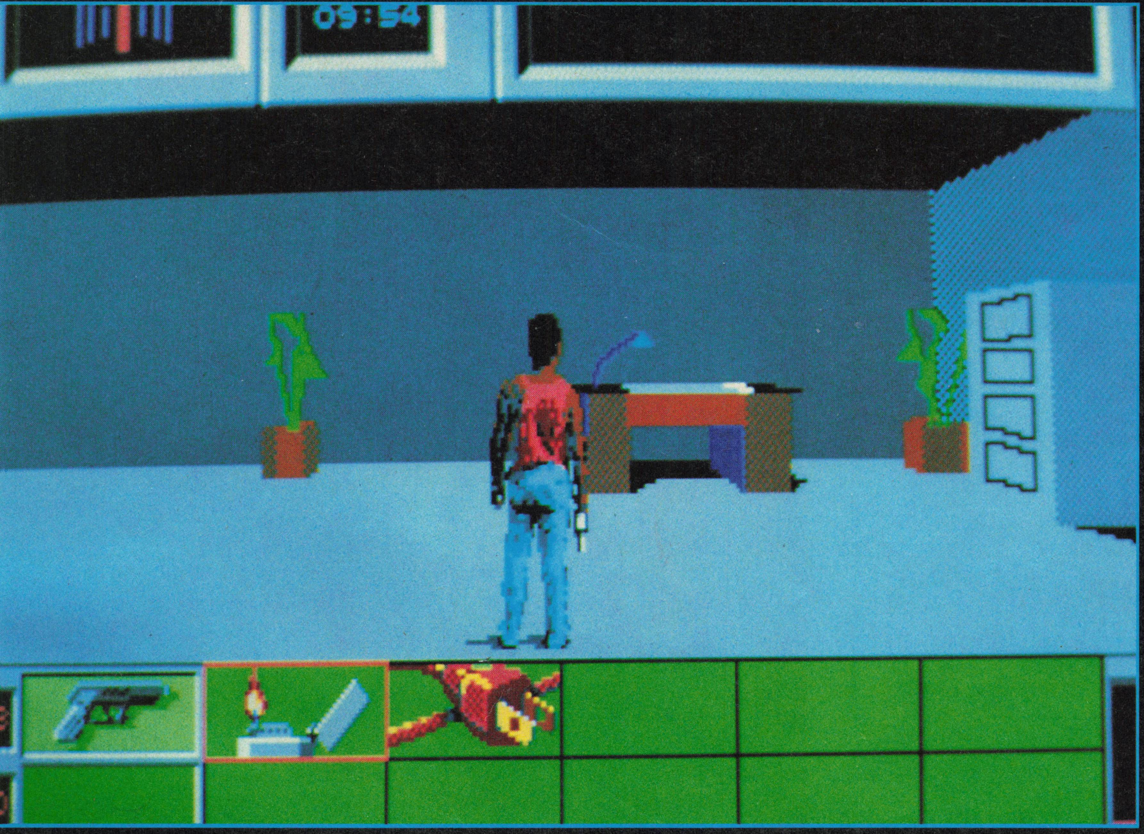

▲ This is no time for a sit-down



▼ Aha - a map! Now, where are



▼ Hmm. Nice office, this. Decor's a bit sparse, though.



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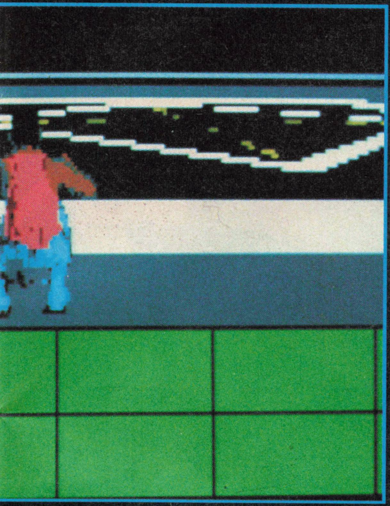
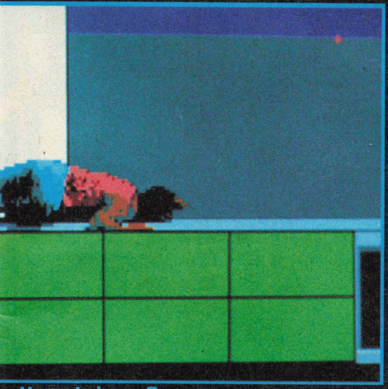
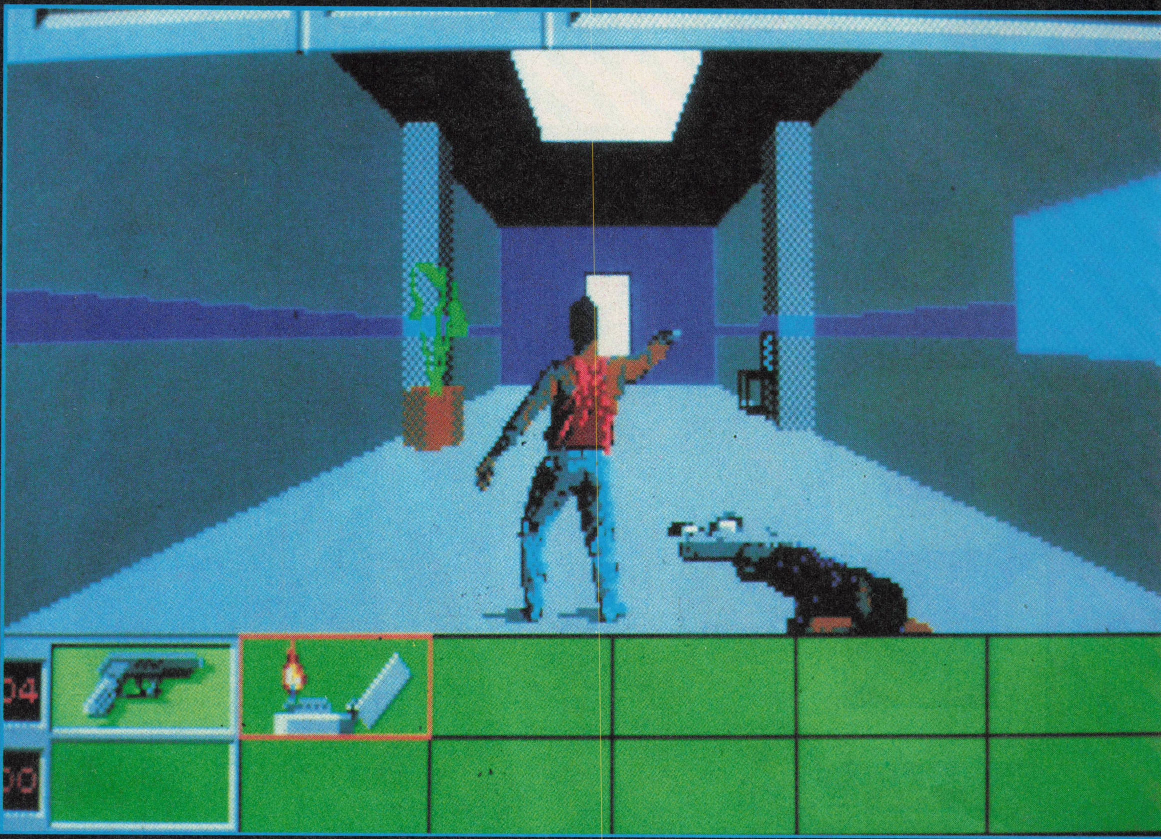


on the heli-pad!



the stairs...?

:Restroon.
+:Maps



▲ Ha! Another thug plugged!

chairs and other office furniture and, although these items are only there as adornment and cannot be interacted with, they add atmosphere and realism to the game. Frame update is very fast, even on slower PC's than the 26MHz one which we have in the office, and your character is quick to respond to joystick or keyboard movements. As bullets are in limited supply, McClane has the ability to fight unarmed which, while useful when against non-gun toting terrorists, makes life harder when confronting an Uzi-packing bad guy, so strategic elements also feature in Die Hard, insofar as deciding whether to boot the baddies, risking loss of energy, or simply to fire off a few rounds in the hope that you'll find more ammo later in the game.

The PC has seen something of a surge of quality releases lately, across a wide range of genres. What with last month's awe-inspiring Indy 500 and now the graphically excellent, not to mention highly playable Die Hard to name but two, PC owners are in for a very happy New Year and beyond. It's just a pity that the main sprite and, indeed, the bloke on the box, looks nothing like Bruce Willis at all! (Surely that's no disadvantage? - Ed)

PAUL RAND

UPDATE

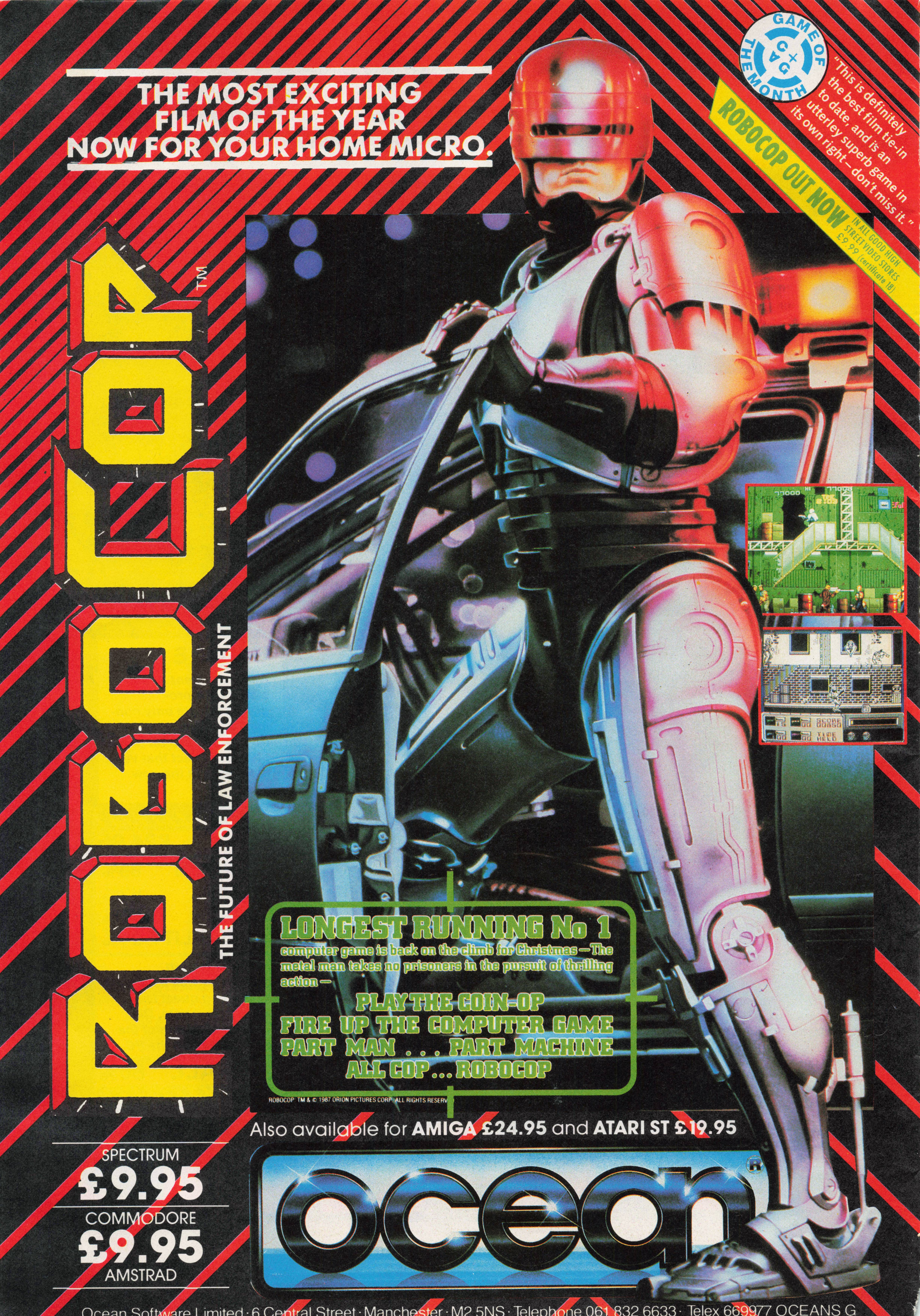
At the moment Activision's USA programmers are only converting Die Hard to the C64, which is a bit of a shame. Expect that version early in the new year.

PC	£24.95
GRAPHICS	89%
SOUND	62%
VALUE	80%
PLAYABILITY	81%

Featuring superb graphics as well as a challenging quest to beat the terrorists, Die Hard ranks as one of the better games on the PC.

OVERALL	80%

E HARD



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Mail Bag

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READ EM 'N' WEEP CREEP !!!
C+VG
YOB!?
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Hello folks, and welcome to the first Mailbag page of the 1990's. YOB's here once again to sift through his bulging sack (mail sack, that is) and answer a heap of letters. If you've got anything to say, be it witty or not, questions or answers or whatever, send your stuff to:
YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

THE EMPIRE STRIKES BACK

Dear YOB
Yes, I'm back and this time I've brought my Dad (as well as Yoda)! Well, you will probably be highly excited to learn that we have, in fact, swapped our Aquarius for a couple of Amigas (with change to spare). The main reason for this is that we have joined a "Cracking Team". We call ourselves the Street Tough Street Cred Bunk Bed Brain Dead Cracking Talent. Good, huh? We feel we must share our great cracking knowledge with Joe Public (hi Joe) so here is a typical page out of Yoda's Cracking Diary:

MONDAY, 27TH NOVEMBER, 1989 AD

6:00 AM: Woke up. Phoned Darth Vader for his latest cracks.
6:01 AM: Started to clean up after last night's Copy Party. Like the Dutch Piracy Software Federation, our Research and Copy team did a great job too. Unfortunately they did not clean it up.
7:00 AM: Darth comes round for an early Copy Session. He still can't copy my devastating impression of Frankie Howerd.
7:02 AM: Phew! Just finished cracking my 30th game of the day!
10:30 AM: Just finished coding an arcade perfect version of NARC for the Amiga. Saved it to disk and gave it to Darth to crack. Yes, OUR copy team is so advanced that we write our own games to crack! Problem is, Darth cracked my game with a sledgehammer.
12:00 PM: Marco Van Basten MBA (My Balls Ache) of the Dutch Piracy Software Federation flew over especially for lunch. Had to pretend we were out by hiding under the coffee table until he went away to annoy someone else.
1:30 PM: Watched Neighbours. Did you know that Bronwyn was once a member of our cracking group?
5:30 PM: Began the huge, awesome task of answering our sacks of fan mail.
5:31 PM: Eat dinner and prepare disks for Copy Party tonight.
6:00 PM: Headed off in the general direction of Sweden for the party.
7:30 PM: A very interesting party indeed. Thank God Gremlin of Scoopex was present, as his mum brought the ice cream and jelly along. The party was stopped after Gremlin and his gang ate the lot and all the Cracking Groups present realised they had no coding abilities whatsoever. And to top it all we missed Wogan.
8:00 PM: Compacted the thirty games we cracked this morning with our Mega-Packer Super-Packer Shelf-Packer Kill-A-Hacker utility. Sent the disk to our many millions of followers around the globe.
9:00 PM: Tuck up in beddy-land with Teddy and a nice mug of cocoa.
So, it just goes to show what an important job we crackers do, doesn't it, eh?
Darth Vader and Yoda, Witham, Essex
YOB: Hi guys. You're fab. Free software and t-shirts are on their way, I promise.

CHANGE THE NAME

Dear YOB,
I've decided to write in to ask you to explain why some English games have been renamed for the American market. I buy various magazines every month including "Compute" and have noticed the changed names e.g. IK+ to Chop 'n' Drop, Nebulus to Tower Toppler and Green Beret to Rush 'n' Attack.
Sanjay Kapur, Victoria, Australia
YOB: What's usually the case is that another product has the same name as an English game, so to export it to America, the English company has to change the name of their game. Silly, but there we go.

NAMING THE GAME

Dear YOB,
I am writing to see if you will answer a few of my questions, but firstly I would very much like to comment on a few things. In your June issue

of C+VG (the one with Indiana Jones on the cover) at the Arcades section you reviewed an arcade game which you called "Game with no name". The game you were referring to was the Konami beat 'em up Crimefighters. You gave it a disappointing review. I though it was ****ing brilliant. I have completed it twice including the special stage after the last.
And now for my questions:
1. Do Konami intend to bring Crimefighters to the home computer?
2. What ever happened to the game 19 Part II - The Combat Zone?
3. Are the Nintendo games Gradius and Rush 'n' Attack really Nemesis and Green Beret?
4. Can you please give me a map and tips for Tusker like you did with Last Ninja II? I'd like to know how to get the map and how to get into the forest in the green foliage.
5. Does anyone have a cheat for The Untouchables?
6. Are the 3D glasses and Light Phaser available for the C64?
7. Are the Nintendo games Double Dribble and Life Force really Basket Master and Salamander?
Nicky Norbury, Leamington Spa, Warwickshire
YOB: Crimefighters (it had no name when we reviewed it) is just another boring old Double Dragon clone. I certainly didn't think it was very good - there are loads of better fighting games in the arcades. Still, one man's meat... can be bigger or smaller than another's. To answer your questions 1: No. 2: What indeed. 3: Yes. 4: Hang on a sec (rummages through pockets). No, not at the moment. 5: Oh, I'm sure someone does. Keep watching the tips section. 6: A light phaser is apparently in the pipeline - we'll keep you posted. There are no proper 3D glasses. 7: Yes.

I WANNA LYNX

Dear YOB,
I read the double-page Mean Machines article about the Lynx, but to my dismay it isn't to be released until next year sometime. I was wondering if you would please print the address of an American company that would send me details about the Lynx and then sell me it.
Justin Fabrizio, Clynder, Helensburgh
YOB: Well, Justin, me old mate, me old china, me old soup spoon, I'll be straight with you. I'm afraid, well, I don't know how to say this, but I, um, I... don't know of anyone in the USA who'd be able to help you. Why not wait a bit, and satisfy yourself with all the latest Lynx news in C+VG? I'm getting good at this plugging business, aren't I Ed? (Not bad, but still room for improvement - Ed). Anyway, it's coming to Britain soon, so just keep on hanging in there...

HOPELESS LIAR

Dear (?) YOB,
I'm in a state; my FM Towns and my Acorn A3000 have just broken down. Help! I'm being reduced to playing on my PC Engine SG, my Konix, even my Sega Megadrive. I even stooped as low as playing on my Hard Drivin' cabinet situated at my bedside. But then, life's a bitch?
Greg Thwaites, Streatham, London
YOB: Yeah. And then you die.

QUEST FOR XE-LENCE

Dear YOB,
I'm wondering if you could tell me why I can't get many computer games for my Atari 65XE. Because I live at Cirencester and they don't do Robocop and all them good games like that for mine.
Barry Evans, Cirencester, Gloucester
YOB: Yes, I asked several major games manufacturers and the fact is that they don't send any good 65XE software to the shops in Cirencester because you live there and they just don't like you because you smell funny. No, sorry about that but I couldn't resist it. Robocop isn't available for the XE. But there are plenty of Atari games that are - check out Silica Shop for a huge catalogue of games for your machine. Send an SAE and a letter saying that you want a list of Atari XE games to: SILICA SHOP, THE MEWS, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX.

MR TV KELLY

Dear YOB,
I think you're right about us being misrepresented on television, so let's do something about it. Everyone reading this should sit up and write a letter to the BBC or ITV. Let's bombard them with letters until they give in and let us have our own programme. Outline the facts of what you want and put your age so we don't get put on children's television. You can contact the BBC at:
BBC TV Centre, London,
W12 8QT
and ITV at:
Thames Television Ltd,
Viewer Correspondence, 149
Tottenham Court Road, London, W1P 9LL.
Darren Kelly, Ludlow, Shropshire
YOB: Yeah, exactly. I mean what do we pay our license fees for? Come to think of it, what DO we pay our licence fees for?

HOWAY PET!

Dear Yob
I'll start by begging for one of your mega stonking T-shirts, so let us have one or I'll let you have one right on the nose - got it? Anyway, that's enough threatening blackmail so let's get on with what I really wish to know...
Have you any pets? I myself have two delightful rhinoceroses, Gargantua and Goliath, and a suicidal lemming called Archie. If you do have any pets, what are their names and hobbies? My rhinos enjoy a bit of sky-diving and jogging. Actually, one of them's a star - remember the Jacobs Club advert with the "Rhino-tested for strength"? Well, that was old Goliath himself! As for Archie, all he ever seems to do is throw himself off bookcases and tables, but he's a lovely little feller really. Also, what is their favourite food, if they have one? My rhinos do so enjoy a tender leg of Yob. The lemming doesn't mind an eyeball or two either. So if you do have any pets, tell us as I'm sure mine would like to eat yours - whoops, did I say eat? I meant to say meet yours as I'm sure they would go down well.
Oh yes, nearly forgot. Thanks for a whoopy-do of a mag.
Merle Riseborough, Fakenham, Norfolk
YOB: I've got a Rottweiler called Fang. He's a great dog, and loves children.

WHAT CONSOLE?

Dear Yob,
Could you tell me which is the best console at the moment. I am thinking of getting a Megadrive, but the games are very dear. My mate keeps going on about how good Amigas are and they have better graphics than the Megadrive. Is that true? I would be very grateful for your opinion on them both.
Mark Dennis, Hull
PS Don't tell me to read Complete Guide To Consoles because I've bought it already. By the way, C+VG is totally and utterly mega.
YOB: Read the book again, weigh up all the good and bad points of each machine, see which machine has the games you like best and buy that machine. An Amiga costs twice as much as a Megadrive, and in many cases, Megadrive conversions (Ghouls 'n' Ghosts, Super Hang-On, Forgotten Worlds, Altered Beast, Space Harrier, for example) are miles better than their Amiga counterparts. But then Amiga owners have their own great games in the form of Populous, Sim City, It Came From the Desert... If you're choosing between the two, check out your wallet, check out which games YOU like best and want to play the most and buy.

THE YOB!

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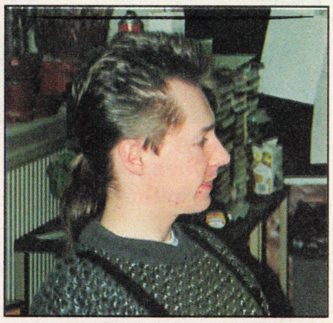
PLEASE STATE MAKE OF COMPUTER

NEWS FLASH THE CD GAMES PACK By Codemaster 30 GAMES + SOFTWARE + CABLE ONLY £19.95 For Commodore 64 - Amstrad CPC - Spectrum

PLAYMASTERS

Into the new decade we go with loads of hints and tips on all systems. If you've got anything in the way of playing tips, maps, POKEs or whatever, send them off to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget that there's a big prize of £100 worth of software for the sender of the month's best tips. So write in - you never know, your tips could earn yourself a



massive bag of brilliant new games. This month Steven Haw of Warley wins all that lovely software...

AMIGA

BEACH VOLLEY

This is one hell of a tough game, but Neil Wassell of Peacehaven in East Sussex has a useful tip to help those who are having trouble getting to later levels. Just type in DADDY BRACEY while you're playing and then you can press F1 to skip the level.

MEGA-DRIVE

LAST BATTLE

Here's a useful tip for Last Battle owners from the Sega Mega Man and the Konami Kid. For a sort of level skip function, when you've finished a game, press the A, B and C buttons down together along with the start button. You're presented with a screen that lets you alter the order of the levels.

SUPER HANG-ON

Another great tip from the Sega Mega Man and the Konami Kid, this time for this superb motorcycle racing game. On the title screen hold down the A, B and C buttons together and press start and you're presented with a screen which lets you select the difficulty, time and sound test. Great, eh? By the way, we'll be reviewing this game next month - watch out for it!

GENERAL

HARD DRIVIN'

I don't know what format this tip works on, 'cos sender Paul Ramsell from Kirkby in Ashfield didn't say, but try it out on your machine because it's quite neat. When the program loads, select manual shift with no clutch and start the game. As you move off up the hill get into 4th gear as quickly as possible (using 1-4 on the keyboard) and stay in the right hand lane. When you reach the top of the first hill your car should leave the road for a second, and when this happens the speedo goes to 140 mph. Before you land, press the N key to put the car in neutral. You will now be able to complete the course without skidding or having to brake. Also if you run out of time you keep going at the same speed, even though the engine sound drops to tick-over.

Selecting neutral at any stage of the game stops you from skidding and you maintain your speed regardless of the amount of time remaining.

The above tip, apparently, works on the Speed Course, but can also be utilised on the Stunt Course. The only thing you have to remember there is to select 1st gear just before you go round the loop, and as you leave the loop accelerate and select neutral. Weird...

NEW ZEALAND STORY

G Ingham of Wootton Wawer (I think that's the name of the place, but I can't really tell 'cos the writing's all dodgy) has a tip for those who are having trouble getting past the giant octopus at the end of level 2.4. Stand at the entrance of the room in which it's located and fire to the right a few times. A warp appears which takes you to the beginning of level 3.1, missing the dreaded octopus entirely!

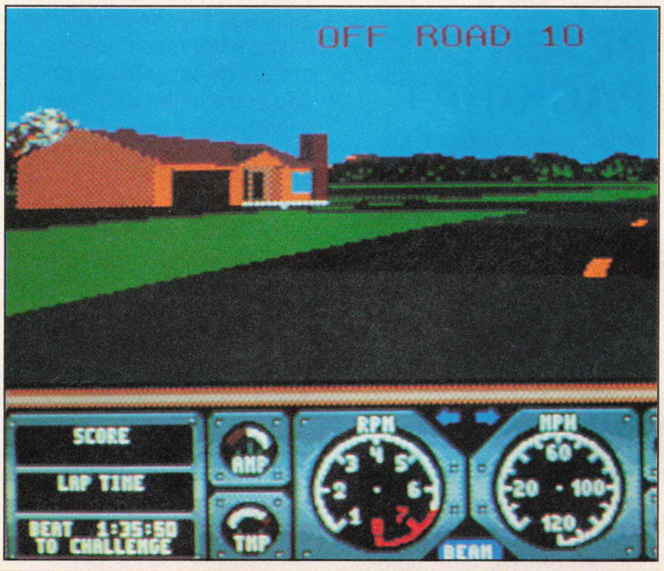
SPECTRUM

ALTERED BEAST

If you fancy loading any level, and even the end-of-game message, just do what Steve Haw from Warley in the West Midlands does - press the whole keyboard while you're playing!

FORGOTTEN WORLDS

Here's a POKE for Multiface owners who really want to indulge in extreme laziness and make this game so easy you don't actually need to play it. Load the game, press the red button and type POKE 30271,0. It gets rid of all the enemy sprites and has an interesting effect in two-player mode. Thankyouverymuch Steven Haw.



GAME TIPS

NINJA COMMANDO

Another Steven Haw Multiface tip, this one slightly more useful than the Forgotten Worlds one - it gives you 255 ninja commandos. So, just load the game, press the red button on the Multiface and POKE 29076,255 for a immense supply of kung-fu mateys.

STAR FARCE

Easy, this cheat. Just define the keys as T, R, O, N, I and C and infinite lives are yours to have and to waste for the rest of eternity, if you so wish. Cheers to Steven Haw from Warley.

COBRA FORCE

Another simple-to-enter tip, again from that fab Spectrum tipster, Steven Haw. All you've got to do is define the keys as S, I, M, O and N and you're awarded with unlimited lives.

TURBO BOAT SIMULATOR

If you're a player of this "simulator" in the broadest sense of the word, you might like to know that if you pause the game and then press T you progress to the next level. That's yet another tip from Steven Haw.

PETER PACK-RAT

When you're asked if you want to scroll the screen, type C, R, E, A, T, U, R, E and when you die you'll be able to start the game from where you left off. Thanks again to Steven Haw. Are there any other Spectrum gamers out there?

NINJA MASSACRE

Steven Haw has all the passwords for this novel-named ninja game:

LEVEL 5
SNOW
LEVEL 10
EASY
LEVEL 15
RACK
LEVEL 20
BLUE
LEVEL 25
STAG
LEVEL 30
HULL
LEVEL 35
BEER
LEVEL 40
BARD

NEW ZEALAND STORY

I'm sure you already know that if you type FLUFFY on the title screen you get infinite lives, so I won't bother to tell you that. But what I will tell you is that typing PHILLIP on the title screen gives Tiki the Kiwi mega firepower. And typing the same thing while you're playing the game lets you skip to the next level. Very useful indeed, so three cheers to Steven Haw of Warley for that.

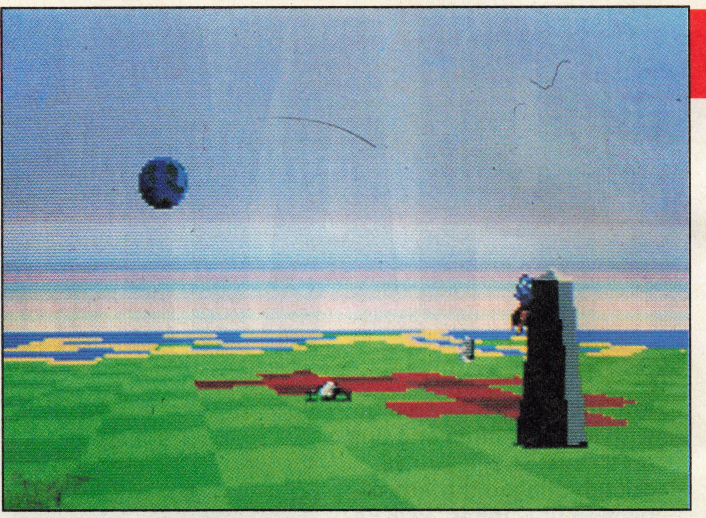
FIGHTING SOCCER

Another one of those tips where the sender - Scott Brown of Hodderston, Herts in this case - has forgotten to state which format it's actually for. Please remember to say what machine your tips are for, because if you don't and you win the £100 worth of software, I won't know what games to send... Still, here's the cheat - see if you can get it to work on your machine. Always shoot straight from the penalty spot, because the keeper always dives to save the ball, allowing the ball to go straight in.

ST

SILKWORM

Players of this great shoot 'em up will no doubt improve their highscores after reading the following tips from Oliver Davies of Halesowen in the West Midlands.

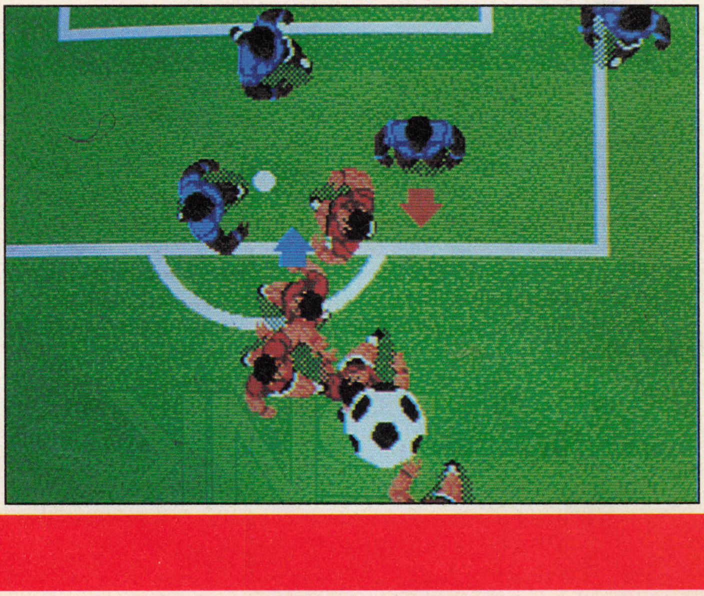


- Never collect the point bonus tokens left by the geese until the very last moment as they serve as useful five-second shields. Also, activate smart bombs at the last possible moment as doing this kills more aliens.
- Each power-up token results in a stripe being added to your status area below your score, and they add up to give the following bonuses:
  FIVE POWER-UPS
  Stripes form a flag icon.
  TEN POWER-UPS
  Second flag item appears.
  FIFTEEN POWER-UPS
  Small bird appears. You keep rapid fire when you die.
  TWENTY POWER-UPS
  Golden Eagle. You keep all your weapons when you die - a very useful feature.
- Keep an eye on the goose counter. Never shoot aliens if you're near the end of a level and the counter is low because this causes a goose AND the end of level guardian to appear.
- For double the weapons bonus, shoot the goose before it assembles with the grey bit - then it is most vulnerable.
- When the black deathstars appear, don't shoot them at once, because after a few seconds they drop a shield token.

ARCHIPELAGOS

Another mini player's guide from Owen Davies of the West Midlands, this time for Logotron's weird and wonderful Archipelagos.

- Firstly learn to find your way around, as knowing where the Island stones and the Obelisk are is a great help to finishing the level.
- Island stones can only be destroyed when they're con-



OKAY TENNIS ACE

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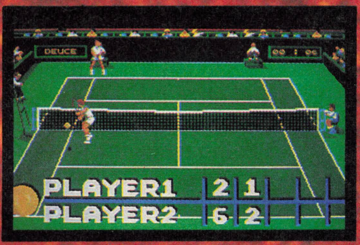
DEUCE
00 : 06
PLAYER1 2 1
PLAYER2 6 2

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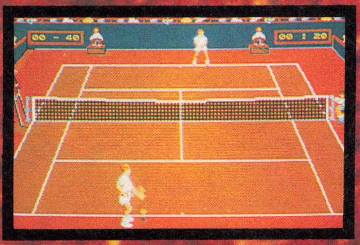
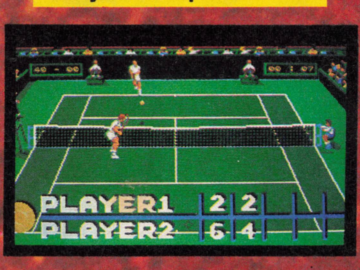


Rush the net with confidence, knowing you can strategically place your next return. **Feel the excitement** build as you challenge your next opponent and **make your way to the top !**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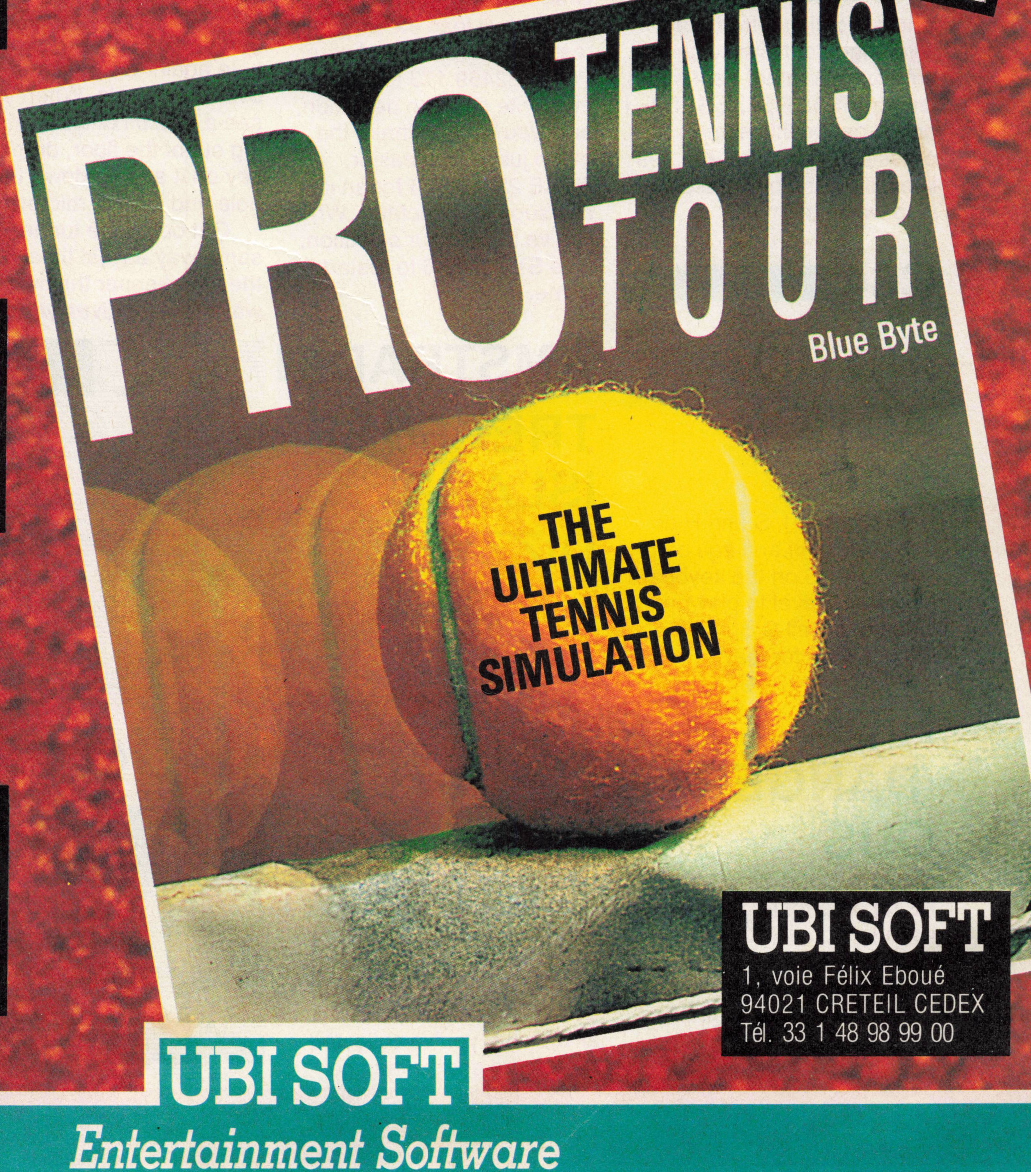
00 : 07
PLAYER1 2 2
PLAYER2 6 4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UBI SOFT

Entertainment Software

nected by land to the Obelisk. You've got to use the map to determine this, connections are only valid if the land cells are adjacent (not diagonal). And Sand connections don't count, either.

- Collect as many energy pods as possible.
- To conserve energy, build connections between islands at the point where they're the closest.

EXOLON

This is an old one, but some might have missed it. Just type AD ASTRA instead of your name (or whatever) on the highscore table and you'll be granted with unlimited lives. Cheers to Paal Rydningen of Norway for revitalising that mini-hint.

CYBERNOID

Another oldie tip from Paal Rydningen of Norway, this time for this rather neat shoot 'em up. Type R, A, I, S, T, L, I and N on the title screen and press space for 999,999,999 lives. Now the big challenge is to waste them all...

C64

INDY II: ACTION GAME

Hold down F, I, S and H at the same time and you can then use 1-5 on the keyboard to select a level to play on. Cheers to Neil O'Brin of Feltham, Middx for that.

RICK DANGEROUS

Neil O'Brin has been POKEing around, and has some useful machine-code changing chuckles for this superlative platform game. Just load the game, reset your machine and type POKE 27931,173 for unlimited lives, POKE 11193,173 for unlimited dynamite and POKE 10886,173 for unlimited bullets. When you've entered all of those, type SYS 2057 to restart the game. If you can't complete it now, you're a complete and utter wet nellie.

BLASTEROIDS

Another POKE from Neil O'Brin, this times for Imageworks' rock bustin' game. Load the program, reset the machine and type POKE 11571,173 for an infinite supply of space ships. Restart the game with SYS 25856.

PACMANIA

The last C64 POKE this month, again from megahacker Neil O'Brin, is for Grandslam's dot-gobblin' game. Just load the program, reset the machine and enter POKE 22459,173 to disable the sprite collision detection, or, if you want to make the game just a little easier, POKE 28520,165 for an infinite supply of PacMen. When you've made your selection, type SYS 14336 to restart the game.

AMSTRAD

TREASURE ISLAND DIZZY

If any of you Dizzy players are having problems, check out this complete solution from Tony Silvre of Clacton-On-Sea, Essex and all your problems should be solved. And best of all, it works on all formats of the game.

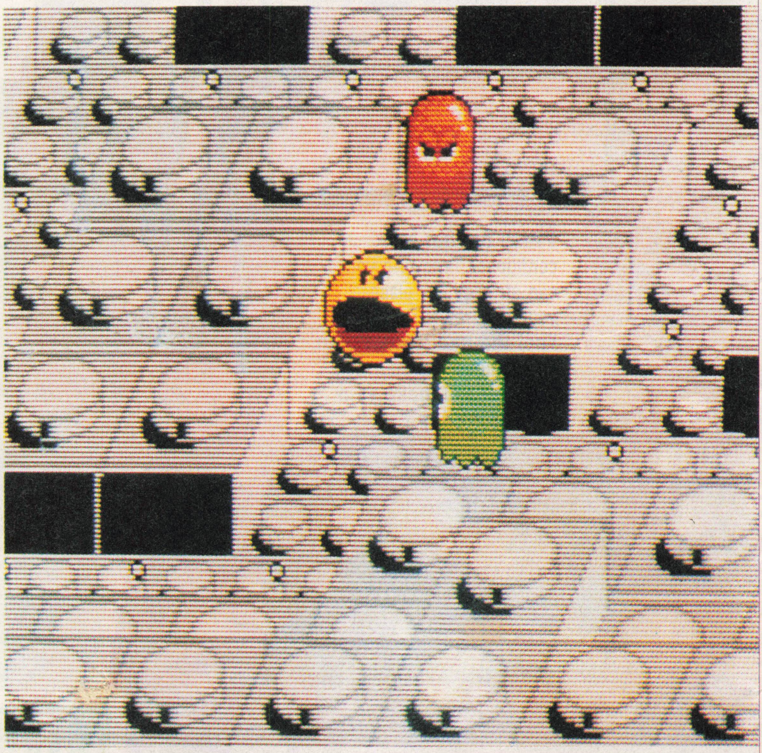
First of all, get the empty chest and climb up the rock. Drop the chest next to the rock, go right and push the rock. Get the snorkel, video camera and the sword and go back to the beach. Drop all the stuff you've collected except the snorkel and go into the water. Get the spade and come out of the water again, and go back into the water so that the spade will be dropped first.

See the dancing rock? Well, put the spade on top of it and go out of the water and fetch the video camera and sword. Go back to where the dancing rock should be and walk onto one of the bubbles. The bubble takes you up the cliff. Walk off the bubble and jump up the cliff. Go to the storekeeper give him the video camera and put the boat which he gives you on the end of the pier.

Go left and put the sword on the grave and fall down the hole. Go left, and get the dynamite. Jump down the place where the crab is. Get on the bubble and go back to the grave. Put the dynamite down on the grass and go back to the pier and get the golden key. Go back to the gravestone, fall down the hole again. Go right and jump over the barrels. When you see a little bit of a barrel sticking out of the floor, drop the key on it and go down the hole and get the microwave.

Get out of the tunnel the same way as last time. Give the storekeeper the microwave and he gives you a motor, so drop that off the edge of the pier. Go left and get the axe and holy bible and go down the water back to the bridge. Put the axe on the middle of the bridge and fall down. Go left and jump up the platforms so you will come out of a grave. Rearrange your bits (that's what he says - JR) and go down the bridge and get the cursed treasure. Don't drop the holy bible until you get back to the storekeeper. Give the storekeeper the treasure and take the fuel (which he gives you) and drop it off the pier. Get the dynamite and go back to the beach and get the infra red detonator. Go left until you get to the last scene. On the first rock drop the detonator and jump over the rock and go to the rocks which are blocking you from the gold. Put the dynamite there and go and press "enter" when you are standing on the detonator. Get the gold and go back to the storekeeper. Give him the gold and then take the key (which he gives you) and drop it off the pier. Quickly jump on the boat and keep walking on the boat. Jump onto the harbour and read the message. Hey presto! The game's complete!!

Now find the gold coins.



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HIGH SCORES

Welcome to the Official UK Highscore Table, where Britain's best players get the chance to display their record scores. We have literally thousands of letters a month, and each is checked by our panel of experts as to whether it's genuine or not. One discrepancy this month is a claimed score of 341,247,670 by Adam Took of Leeds on Fantasy Zone. Days of play would be required to get that score - so if you write in and tell us exactly how long it took you, and how you actually achieved that score, Adam, it'll be included in the table. If you don't... no chance. If you've got a highscore, send it in to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. It certainly helps us if you include details of how long you actually played for, and what level you got up to - if your scores are considered genuine, they'll be included into the table, and be prepared for instant fame and fortune.

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619,460 Andrew Jackson, Jarrow, Tyne & Wear

FANTASY ZONE
72,865,100 Peter Ramdine, Stafford

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9,541,980 Jon Evans, Walsall

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528,150 Conrad Hadnett, Havant, Hants

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541,160 Anthony Hoult, Walsall

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22-01 Robert Gammon, Bedford

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71 Scott Reynolds, Hemel Hempstead, Herts

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558,400 Paul Houghton, Dorset

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11,773,030 Sean Hanna, Newry, Co Down

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53,730,420 Allan Black, Desborough, N Hants

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65,242,300 Paul Stokes, Aberdare

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553,800 Lee McNaughton, Cheshunt, Herts

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86,050 Neil Kelly, Isleworth, Middlesex

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160,310 Tony Lorenzo, London

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243,600 Andrew Newton, Wigan
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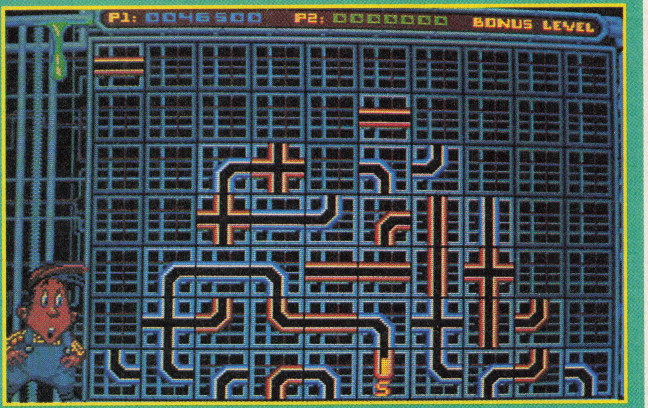
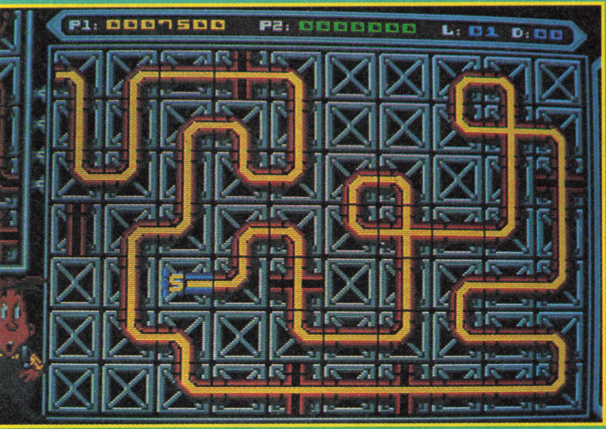
PIPE MAN

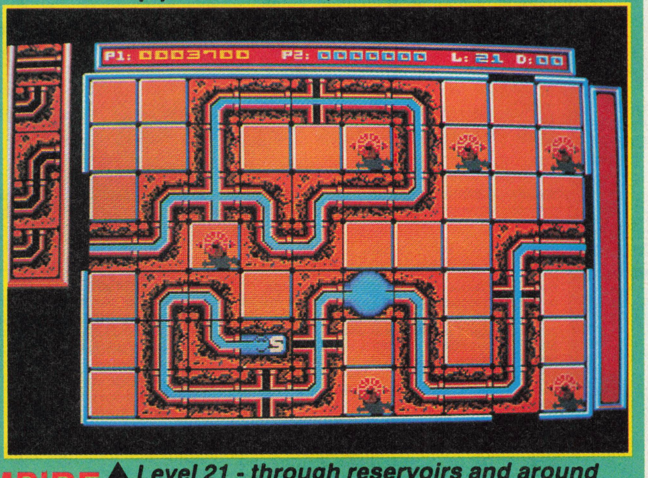
BY EMPIRE


P1: 0046500
P2: 0000000
BONUS LEVEL

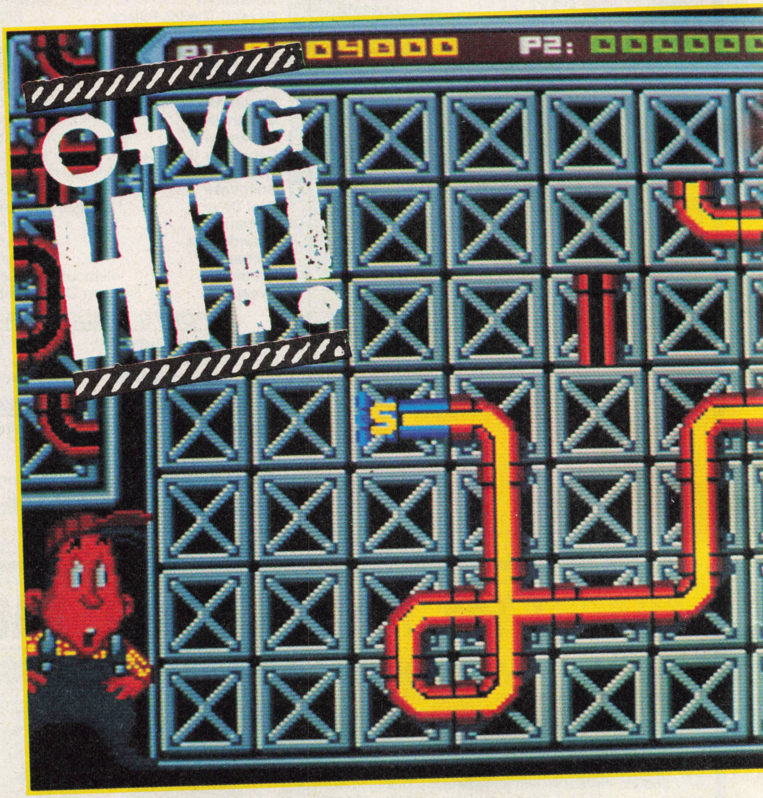
▲ *The bonus stage (obviously quite tough).*


P1: 0007500
P2: 0000000
L: 01
D: 00

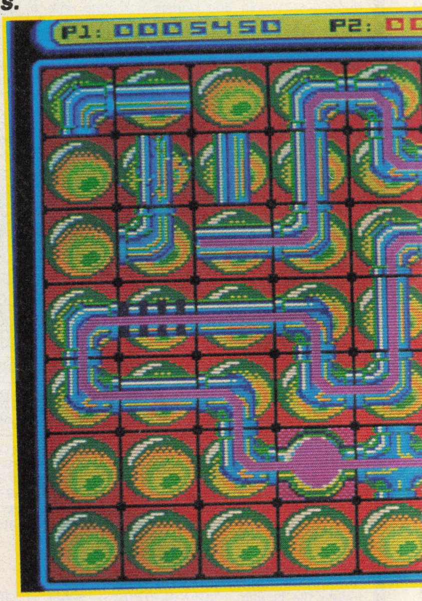
▲ *Another pipeline finished, and no bits wasted!*


P1: 0003700
P2: 0000000
L: 21
D: 00

▲ *Level 21 - through reservoirs and around hydrants!*


C+VG
HIT!
P1: 0004000
P2: 000000

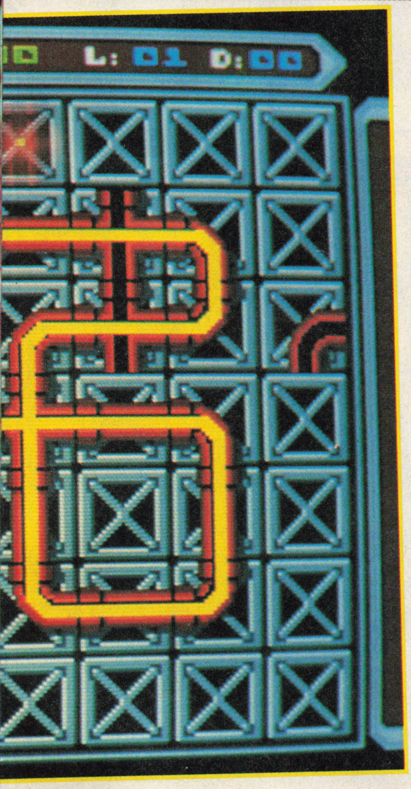
▲ *Level one - fairly easy, this.*


P1: 0005450
P2: 00

Every so often a game appears that's laughably simple to play, yet is so unbelievably addictive you just can't stop playing it. Tetris was one such game. Pipe Mania is another.

At the start of a level you're presented with a simple grid of squares, one of which contains a tap. A timer starts to count down, and what you have to do is place pieces of pipe on the screen, each section of pipe occupying one of the grid squares, and form a pipeline. When the timer runs out, the tap opens and liquid slowly floods out and around your system of pipes. You can still

NIA



continue to put down pieces of pipe, but the liquid flows relentlessly on until it inevitably reaches the end of pipe...

On each screen you have a set target which you must beat. For example, on the first screen the liquid must flow through 14 squares - 14 pieces of pipe in other words. If the flow reaches the end of a pipe before it has gone through the target amount, it's game over.

The pipe pieces come in a variety of shapes, and appear randomly one at a time - although you can see what the next four shapes will be. Sometimes it's easy to link them together and form an unbroken line, while at other times you really have to think ahead!

As you progress through the levels, things get tougher and tougher, with faster moving liquid, an ever-decreasing time limit, and things like one-way pipes, bonus pipes, holes, obstacles, and tunnels from one side of the screen to the other to help or hinder you. It gets very frantic indeed!

As I've already said, Pipe Mania is a very simple game, and on paper sounds a bit dull. But to put it bluntly, it's one of the most addictive games I've ever played. It's rather like Tetris in that respect. You can't really say why the game keeps you playing non-stop for so long. It just does. You go back to it time and time again. And just when you think you've finished, you go back for another go. And another. And another...

As well as the game being utterly brilliant, it's also superbly presented, with a password scheme to let you access higher levels and, adding enormously to the lasting appeal, a one or simultaneous two-player option, which is amazing fun, and two modes of play, normal mode and one where you have two lots of pipe shapes to choose from!

Pipe Mania is a fantastic piece of computer software. It's got that timeless quality that'll keep it fresh long after the latest big-name licences have gone off. It's a must.

JULIAN RIGNALL

UPDATE

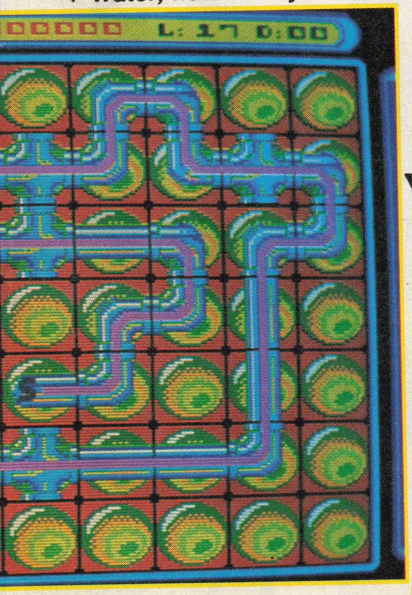
Pipe Mania is out on just about every single machine going - Spectrum, Amstrad, C64, ST, PC, Apple Mac, BBC, Electron, MSX and looks like it'll even appear on the consoles. The simplicity of the game means that it'll translate to all the above machines without losing any of its addictive qualities - so no matter what system you own, make sure you don't miss this.

AMIGA	£24.99
GRAPHICS	74%
SOUND	78%
VALUE	90%
PLAYABILITY	96%

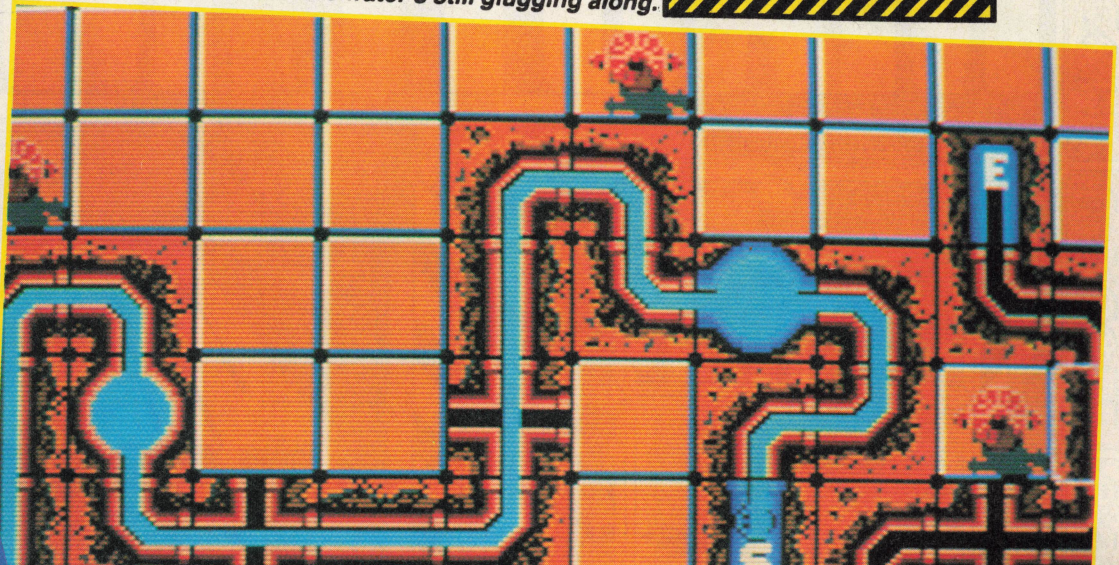
A classic puzzle/arcade game that is so addictive it should come with a Government Health Warning.

OVERALL	94%

▼ *Water, water everywhere...*



▼ *The pipe's complete, but the water's still glugging along.*



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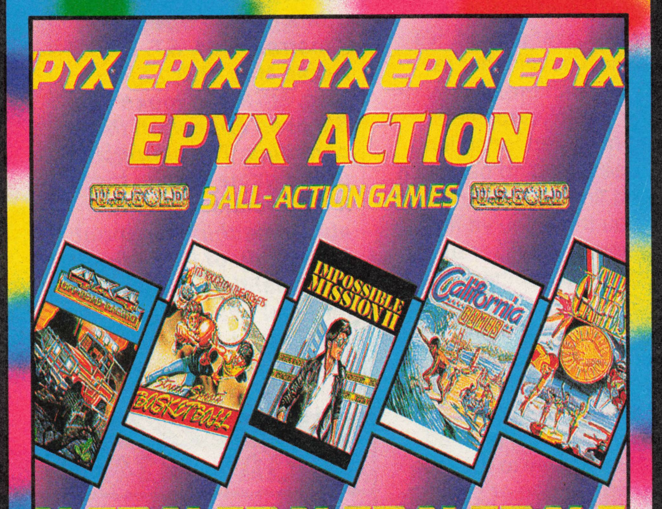
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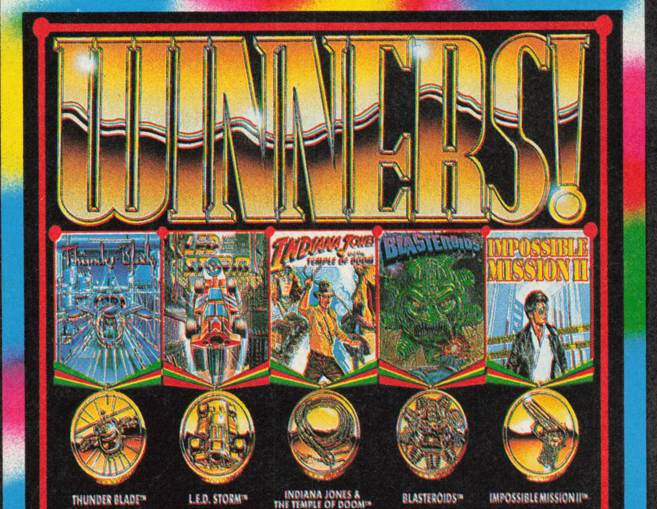
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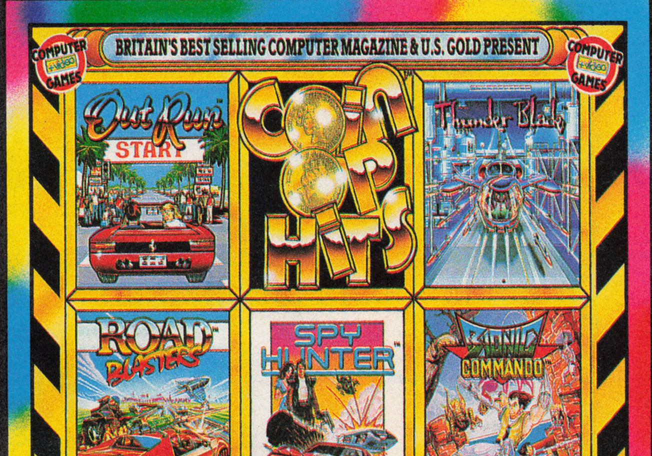
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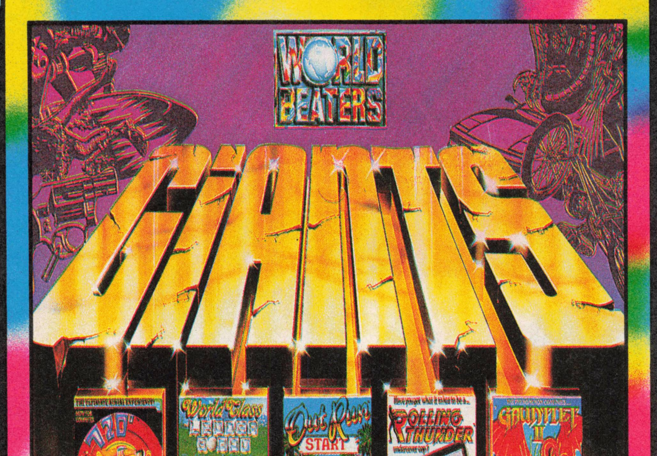
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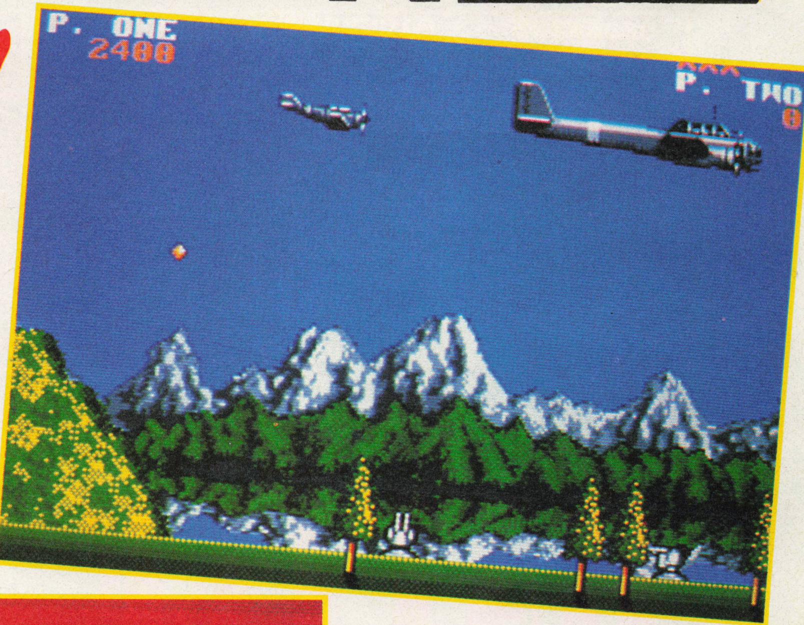
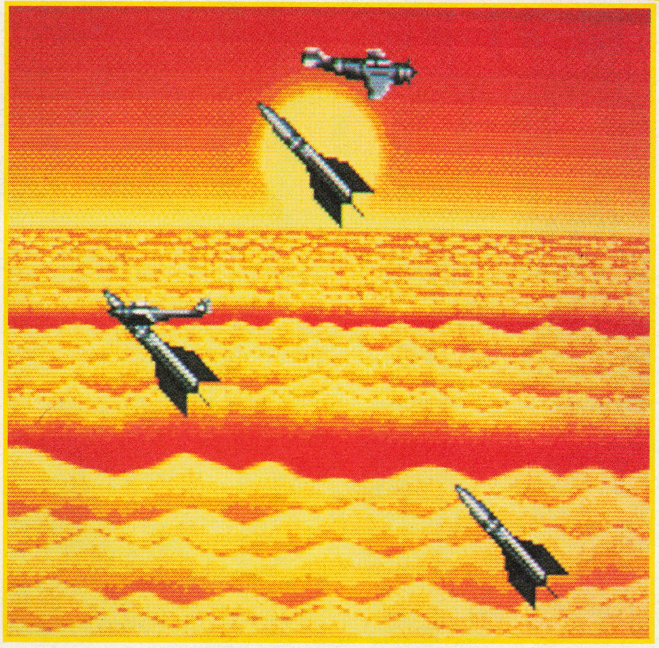
P-47



BY MICROPROSE

Top ho Ginger, an' all that stuff. It's back to the Second World War as you, in your small P-47 fighter, dare to brave the barrage of enemy flak and gunfire in a horizontally scrolling conversion of the Jaleco coin-op.

The mission starts over occupied Northern France, with nothing but a gatling gun and three backup planes to keep you going. Up against you is the ferocious might of the Nazi air force, packing a very large punch in the form of the very latest military vehicles and weapons systems. Luckily there are power-up weapons to collect to give you a hand combating all these aerial terrors.

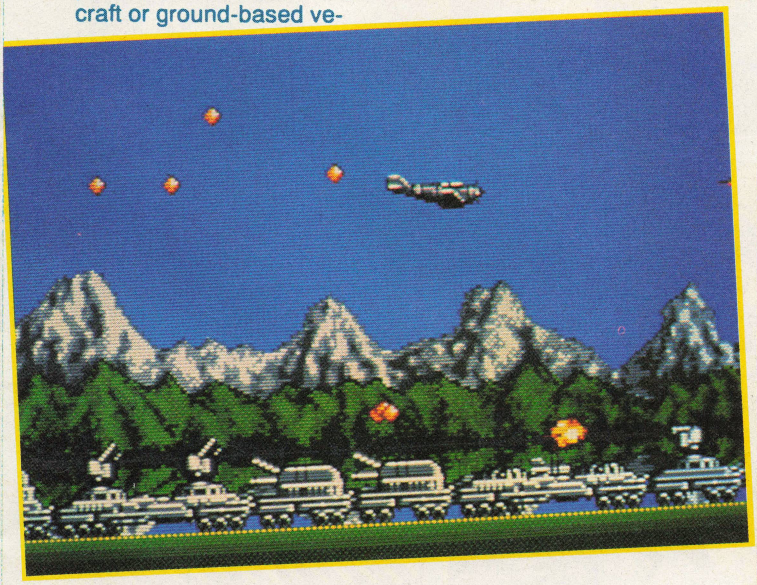


At the end of each level, the Germans have deployed massive amounts of firepower, attached to either aircraft or ground-based vehicles, and little old you must dodge the bullets and blast the baddies before you can move on to the next area.

There are loads of on-screen baddies, and without any loss of speed, either, but the screen is so colourful that you begin to lose track of exactly what's firing at you, a situation which usually ends in your little plane erupting into a ball of orange flame. That's the big problem with P-47, the brightness of the screen making it difficult to keep track of what's going on, and that hits gameplay pretty hard, especially on the first couple of levels which should have been the most playable to sustain interest for the rest of the game.

P-47 is a fairly playable game, and quite a good coin-op conversion too, but unless you've got 20/20 vision, have a look at what you're buying before parting with any of that graciously received Xmas cash.

PAUL RAND



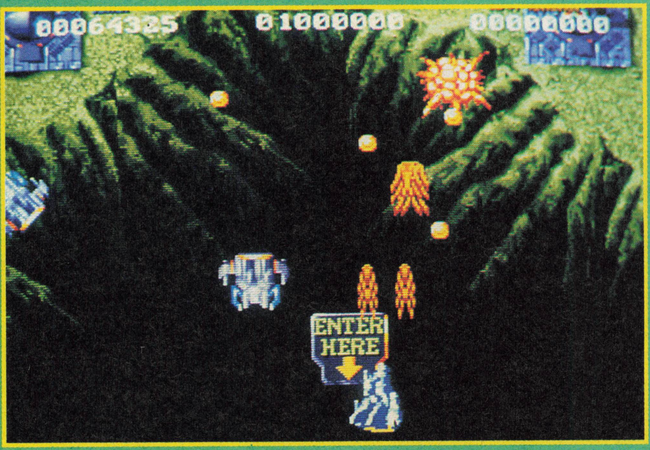
UPDATE

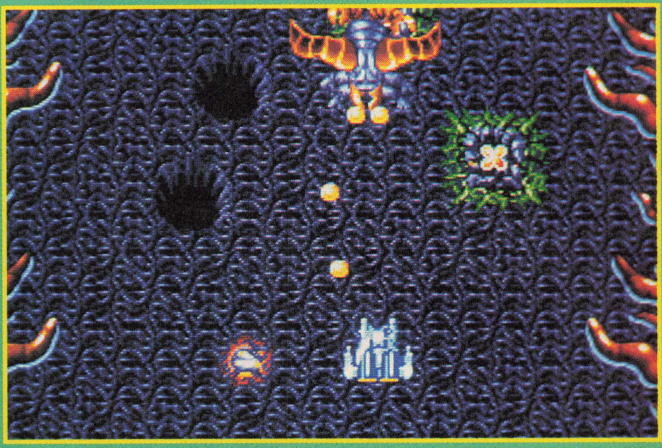
***P-47* is also to be released on Amiga, C64, Spectrum and Amstrad, at prices of £19.99 for 16 bit and £9.99 the rest. The Amiga version shouldn't be much different from the ST, and while we've seen nothing of the 8 bit conversions, they're being programmed by the makers of Silkworm, so they should be good.**

ST	£19.99
GRAPHICS	79%
SOUND	71%
VALUE	77%
PLAYABILITY	68%

A faithful conversion of an unoriginal but fun coin-op with very garish graphics.

OVERALL	72%





BATTLE SQUADRON

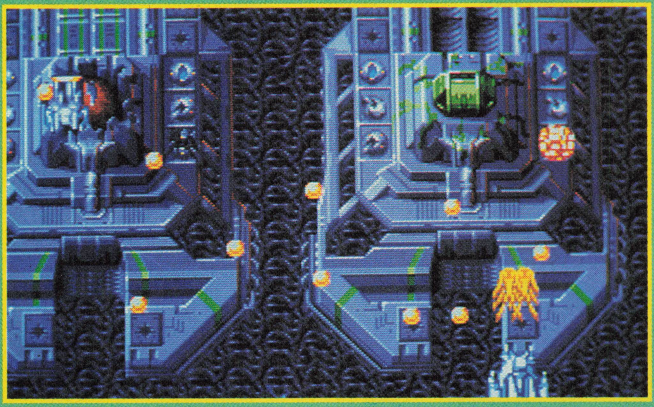
BY ELECTRONIC ZOO

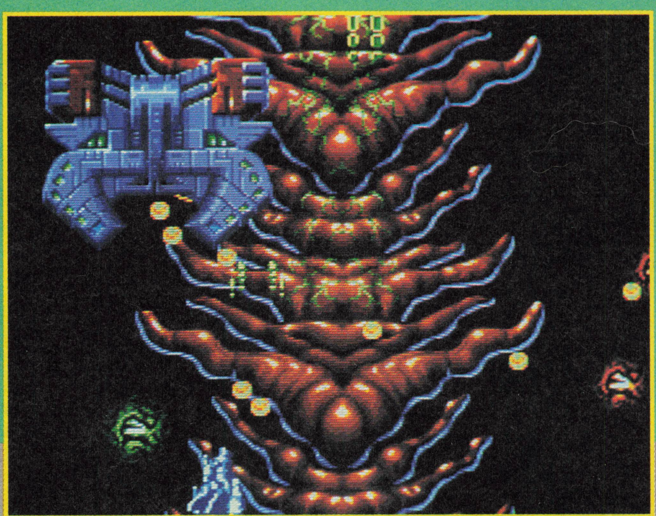
Forget all the guff in the manual about commanders being taken hostage and ace pilots rushing to the rescue after successful missions etc, etc. Battle Squadron is a heavy duty shoot 'em up, the unofficial follow-up to the smash hit Hybris, in fact.

Pilot a spaceship (or two, if you're playing in two-player mode) across a battle-scarred planet in a vertically scrolling attack on hostile alien forces. You're up against an army of well-trained enemies, using the very latest defences to beat you back to whence you came, and each level contains numerous different forces, from small, bird-like fighter craft to ground-based missile launchers and, yup, you guessed it, intimidating end of level craft which spew out gunfire as if there was no tomorrow. Armed with only a single shot cannon at the outset of the battle, it's possible to upgrade your weapons during the game by destroying the mobile storage units patrolling the surface of the planet which eject the necessary equipment when they explode. Some of the waves of enemy ships leave behind a smart-bomb when wiped out and, although you start the game with three, it's handy to collect as many as you can as those nasties can get mean on the later levels.

Fair enough, Battle Squadron looks, sounds and plays very admirably indeed, but after only a few minutes a you get a nagging feeling of "Erm, haven't I seen this somewhere before?" In fact, I've seen it in rather a lot of places before and after a while I began to get rather bored with the whole thing. Die-hard shoot 'em up addicts are bound to derive enormous pleasure from sending all those brilliantly presented baddies to kingdom come, as will most other gamers, for a while at least. Just don't expect to find anything that hasn't been done before, that's all.

PAUL RAND





UPDATE

It's doubtful whether Battle Squadron will be released on anything other than the Amiga. And to be honest, I wouldn't be too bothered about that.

AMIGA	£24.95
GRAPHICS	89%
SOUND	86%
VALUE	67%
PLAYABILITY	77%

Originality goes out of the window in Battle Squadron - and it shows. A well presented, pretty playable shoot 'em up which is let down by obvious lack of thought as far as gameplay is concerned.

OVERALL 78%

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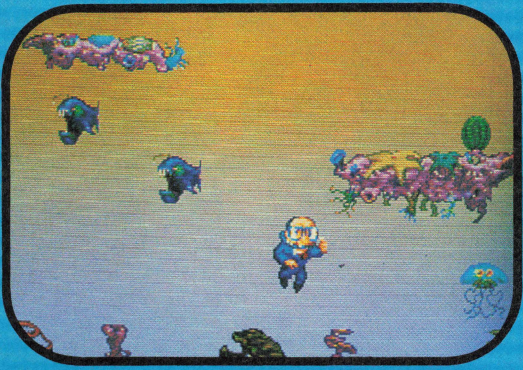

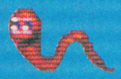

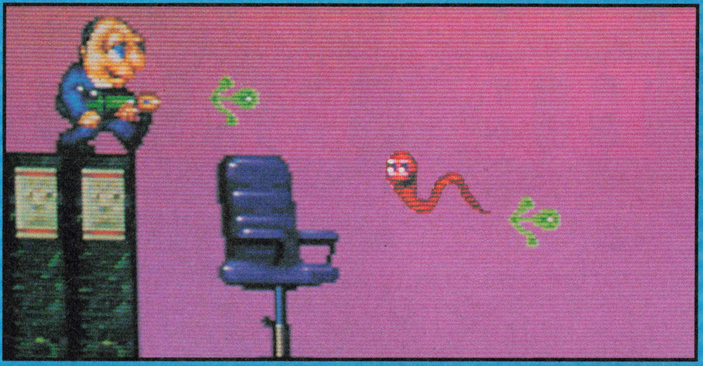

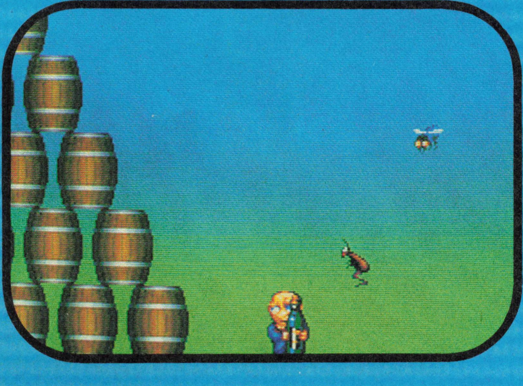

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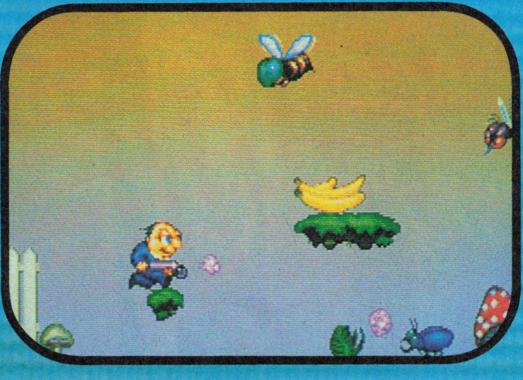
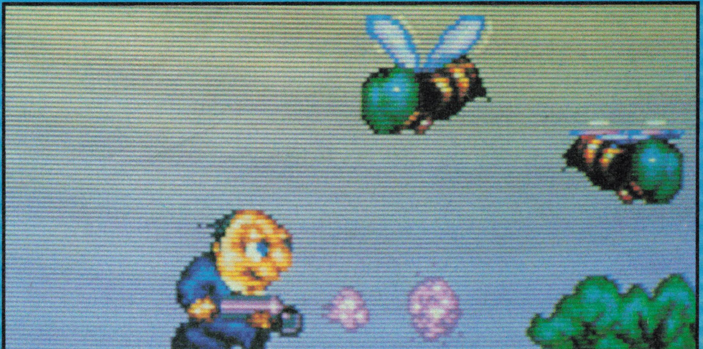
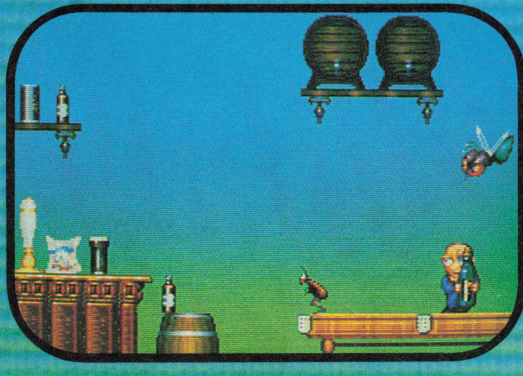




SCREEN SHOTS FROM AMIGA VERSION



AVAILABLE SOON ON AMIGA

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Dynamic Debugger was designed and produced by Interactive Pixels. Commodore Amiga version programmed by Andy Reece and Jan Knox. Graphics and cover illustration by Pete Lyon. Music arranged by Anthony Ellis. Not for distribution to the Republic of South Africa.

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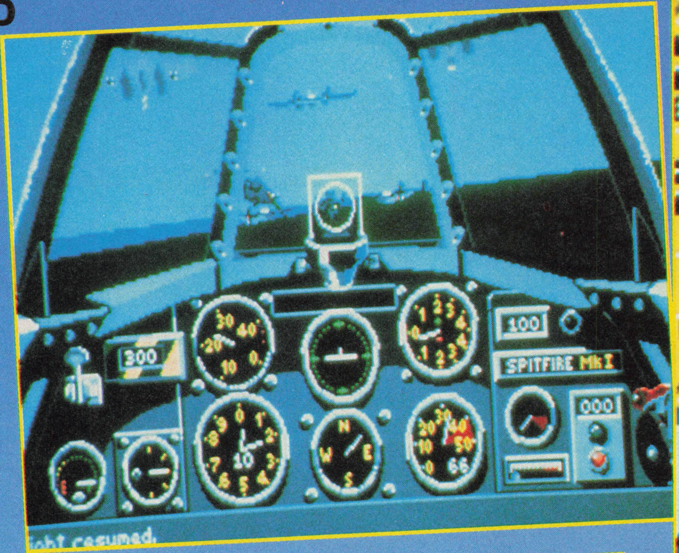
THEIR FINEST H

THE BATTLE OF BR

BY LUCASFILM/US GOLD

A fair few months back, Lucasfilm revived a bit of wartime nostalgia with Battlehawks 1942. Now Lucasfilm have moved from the Pacific to the English Channel with Their Finest Hour, a game based around the aerial battles over the green fields of Britain in the early years of WWII.

As with Battlehawks, the first task in hand is to choose a nationality by way of selecting from a list of available aircraft. While the Germans have a large amount of planes at their disposal, ranging from the small but nimble workhorse of the Luftwaffe,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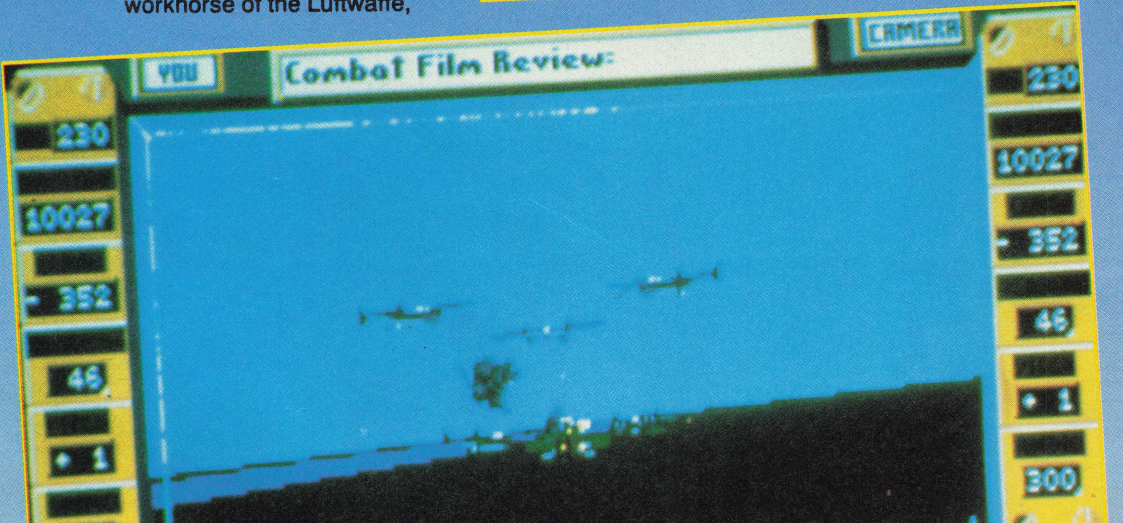
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▲ The squadron swoops to dodge heavy flak.

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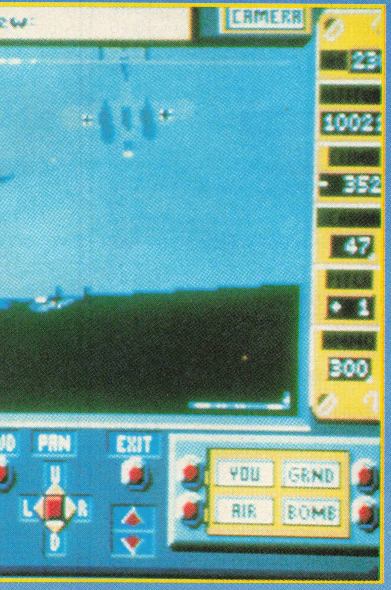
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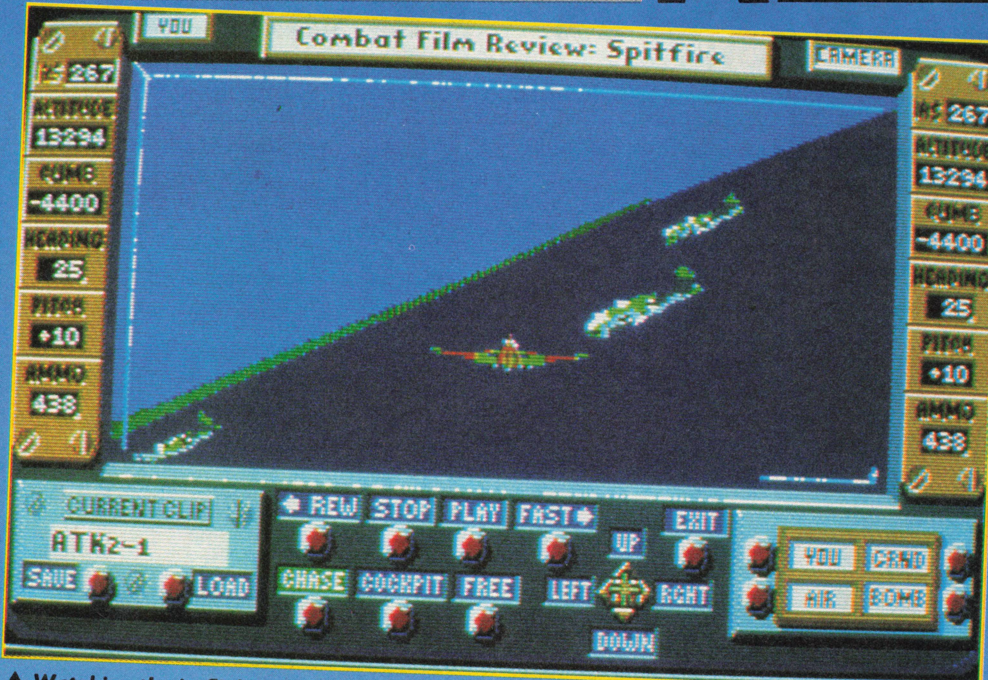
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▲ *Watching the in-flight movie.*

the Messerschmitt Bf 109E-3, to heavily-armoured, albeit sluggish, bombers such as the Heinkel He 111H-3, the poor old Brits have to make do with only two attack planes - the Hawker Hurricane and Supermarine Spitfire.

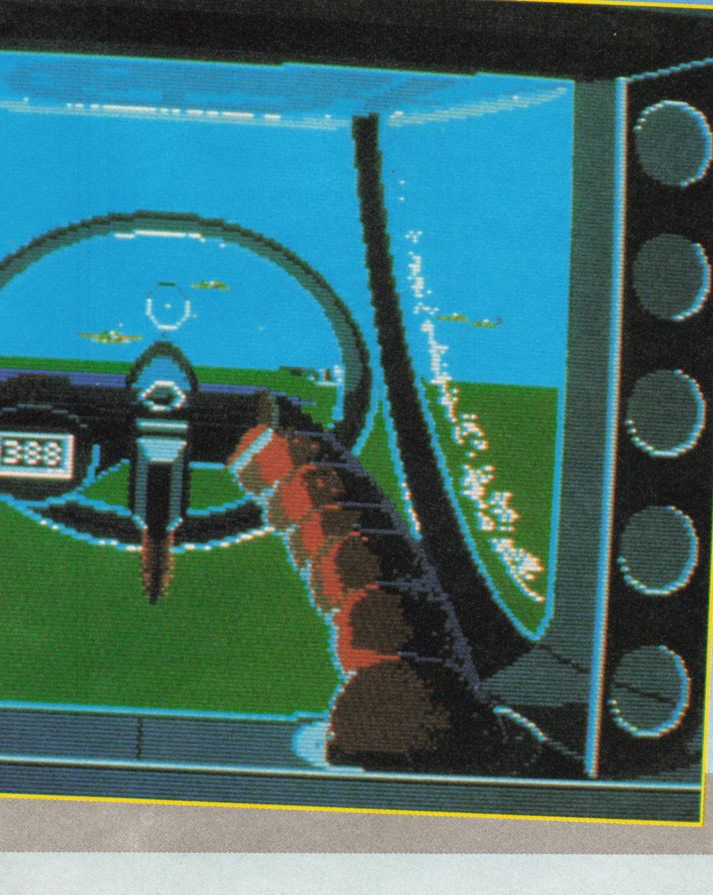
Missions vary depending on your choice of country. The British planes are mainly used for defence purposes, picking off invading Luftwaffe forces, while the opposition has a wider choice of either flying bombing runs into mainland airspace or guarding the bombers from British attack during their missions - your choice of German plane determines the type of missions available to you.

After you've fought a mission, a screen appears outlining the number of enemy and allied planes damaged and destroyed, and a summary of your current status. Medals and promotions are available to pilots worthy of reward, with a cold POW camp or even death awaiting those unlucky enough to fail. Pilots are saved to disk and used throughout the game until killed or retired, and whole campaigns can be fought, the computer stringing together a number of missions to simulate life as a serving airman.

Although Their Finest Hour is obviously an immense piece of software, with an enormous amount of thought having gone into both the design and presentation of the package, it's slow to play. Even on our mega-speedy 386 PC play was verging on sluggish - and on slower machines, the action is reduced to a crawl.

But in spite of that, I did have fun playing Their Finest Hour - there's an incredible amount of game in there. If you have got a fast machine and enjoy big combat simulations with plenty of depth, check this out. Those who like their flying action faster should try F-15 II or Bomber instead.

PAUL RAND



UPDATE

Look out for Amiga and ST versions of Their Finest Hour in the coming months, both priced at 24.99. Apart from higher sound quality, don't expect too many differences from the PC version.

PC	£24.99
GRAPHICS	80%
SOUND	58%
VALUE	79%
PLAYABILITY	82%

Superbly packaged and presented combat simulation with immense depth, let down by the slow pace of its action on anything other than an extremely fast PC (at least 26 Mhz).

OVERALL 80%

XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED ☎ 0705 670878

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Laser Squad	9.49	6.49
Beach Volley	9.49	6.49
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Gemini Wing	9.49	6.49
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Vigilante	9.49	6.49
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The New Zealand Story	9.49	6.49
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Cabal	9.49	6.39
Chase HQ	9.49	6.49
Operation Thunderbolt	9.49	6.39
Laser Squad	9.49	6.49
Beach Volley	9.49	6.49
Dragon Spirit	8.49	6.49
Mr. Heli	9.49	6.49
Xenophobe	9.49	6.49
Quarterback	9.49	6.49
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Cabal	9.49	6.39
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Beach Volley	9.49	6.49
Dragon Spirit	8.49	6.49
Mr. Heli	9.49	6.49
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Quarterback	9.49	6.49
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Super Quintet	9.49	6.49
Super Wonder Boy	9.49	6.49
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Rainbow Island	9.49	6.49
Operation Neptune	9.49	6.49
Wierd Dreams	9.49	6.49
Paul Gascoigne Super Soccer	9.49	6.49
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technology (tek'n-o-l-o'ji) the practice of any of all of the applied science that have practical value and/or industrial use: technical method(s) in a particular field of industry.

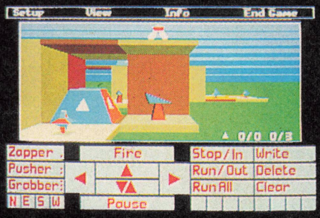
xenon technology (zen' on tek-n-o-l-lo'ji) the best definition!

RAINBIRD

OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle – Tower of Babel is a whole new concept in strategy gaming.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Zapper
Pusher
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Write
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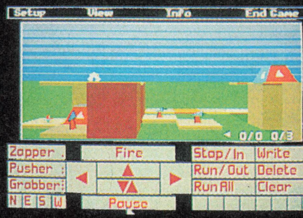
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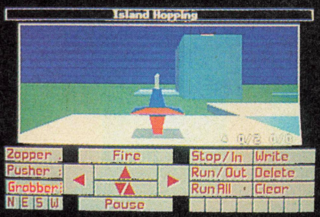
Island Hopping
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Zapper
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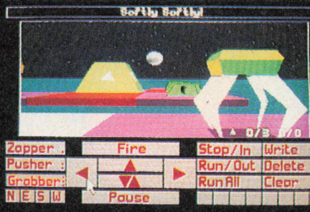
Softly Softly!
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Zapper
Pusher
Grabber
N E S W
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Pause
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Run All
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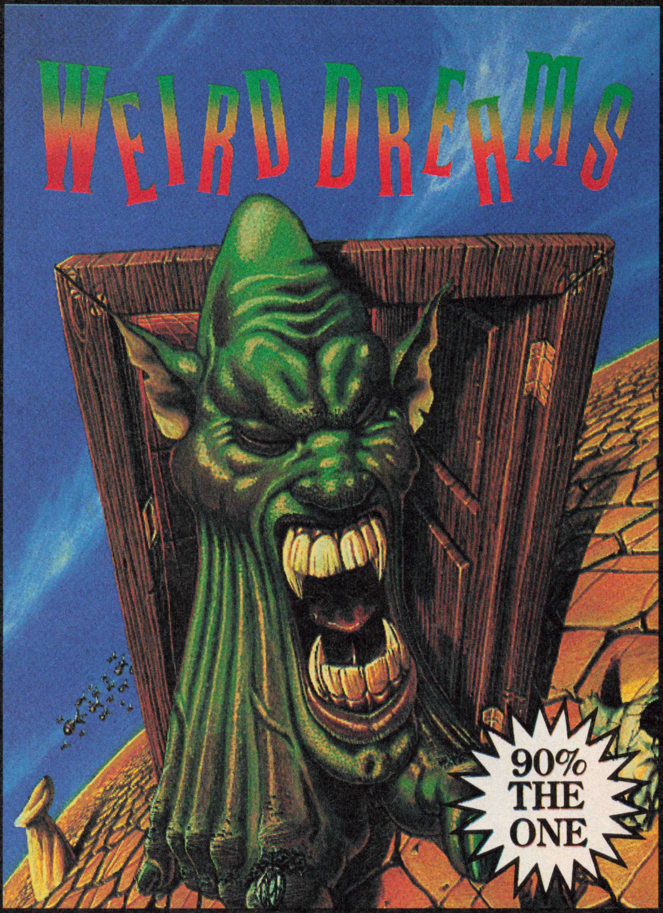
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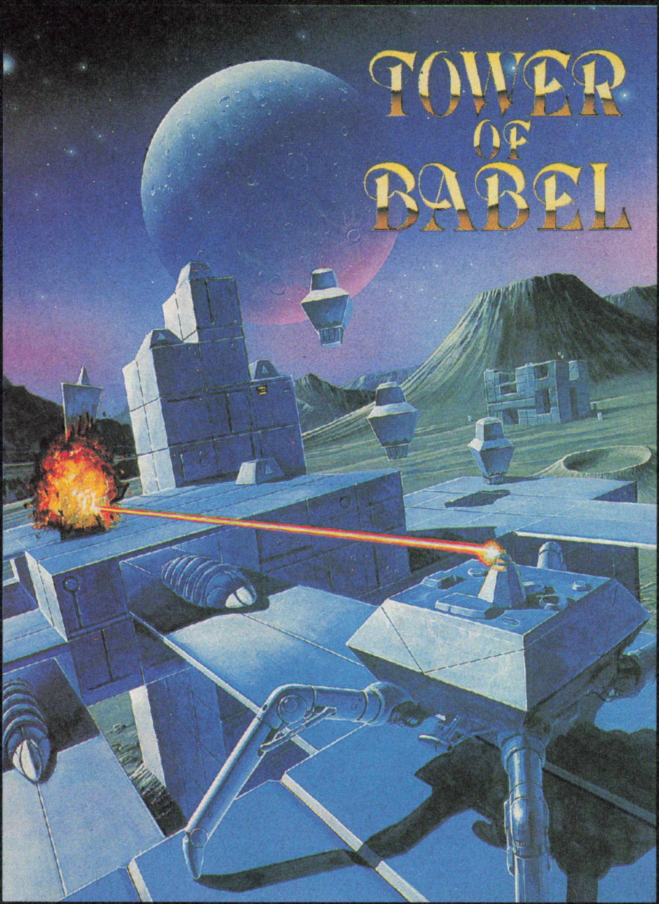
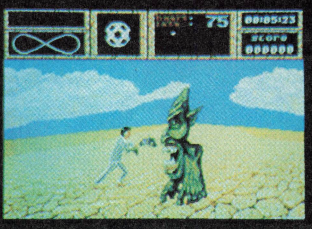
90% THE ONE


TOWER OF BABEL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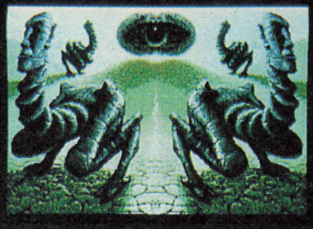

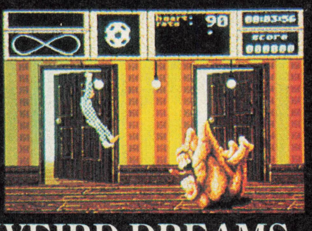
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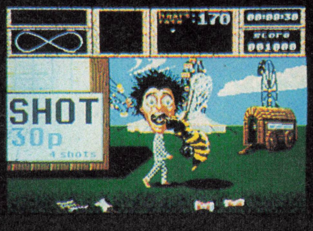
170
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score
001000
SHOT
30p
4 shots

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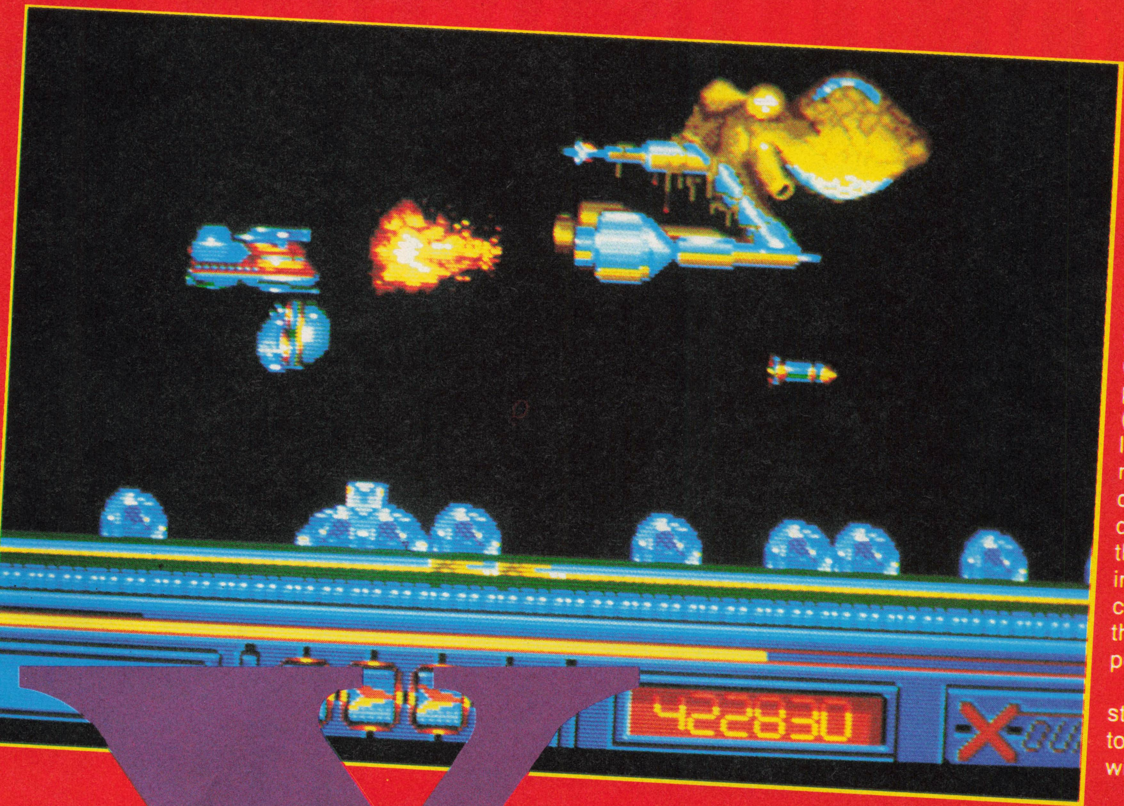
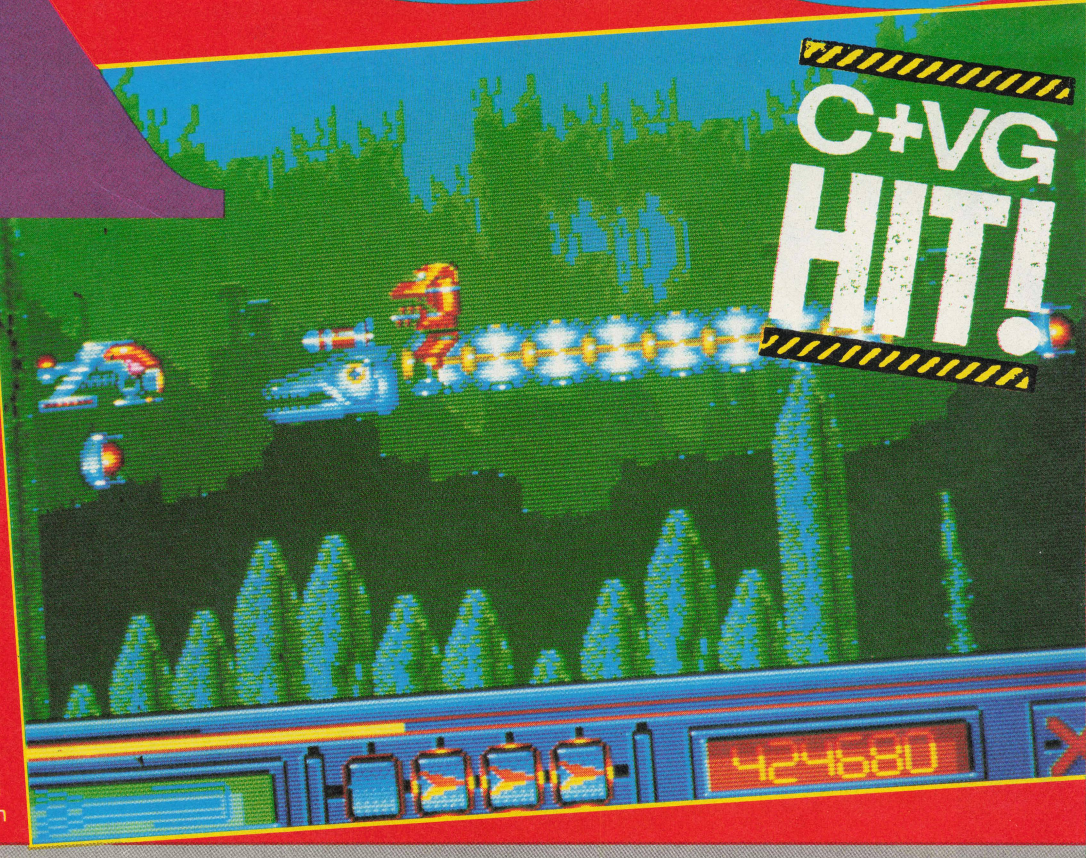


X-OU

BY RAINBOW ARTS

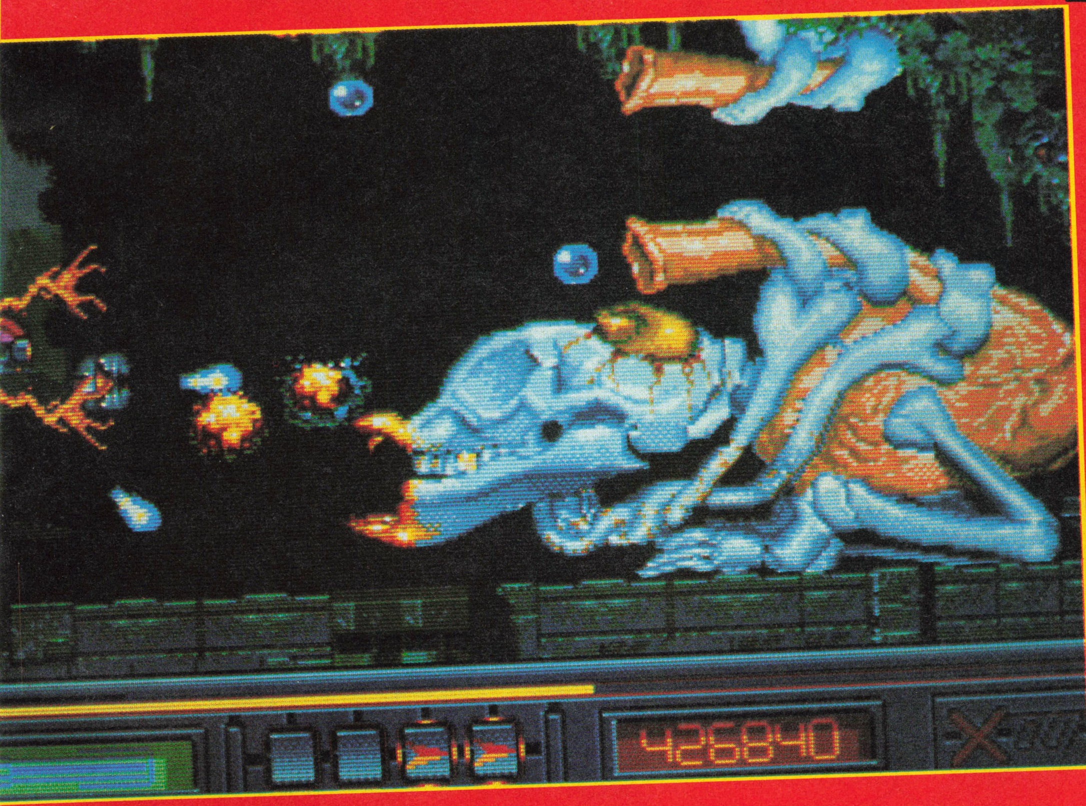


C+VG HIT!

When Rainbow Arts bring out a shoot 'em up, they don't worry about such piffling details as innovation; no, they borrow a load of tried and trusted ideas, throw them together into an outstanding little bundle and call it X-Out.

Nothing much happens that hasn't happened before - jump into the cockpit of a futuristic amphibious craft, arm it to the teeth with whatever gadgetry the local weapons shop will allow then get out there to kick ass. Eight levels of blasting, bombing and general destructive high jinks lie between the beleaguered pilot and the end of the game, with a store at the end of each stage. Beginning with 12,000 units of currency, appropriate kit must be purchased before the enemy can be tackled. The range of available items is quite considerable, and includes single, double and triple shot cannons of varying power, small, medium or large missiles and laser-firing drone ships, not to mention secondary weapons such as smart bombs and even extra craft, should you feel incapable of finishing with one life (and if your present currency level feels up to it!). Points make prizes in this game, because the score you tally up can be converted to cash at the end of each stage, allowing you to build up your defences (and offences) even further at the expense of your points tally.

Rainbow Arts are really starting to get their act together these days, firstly with the tremendously addic-

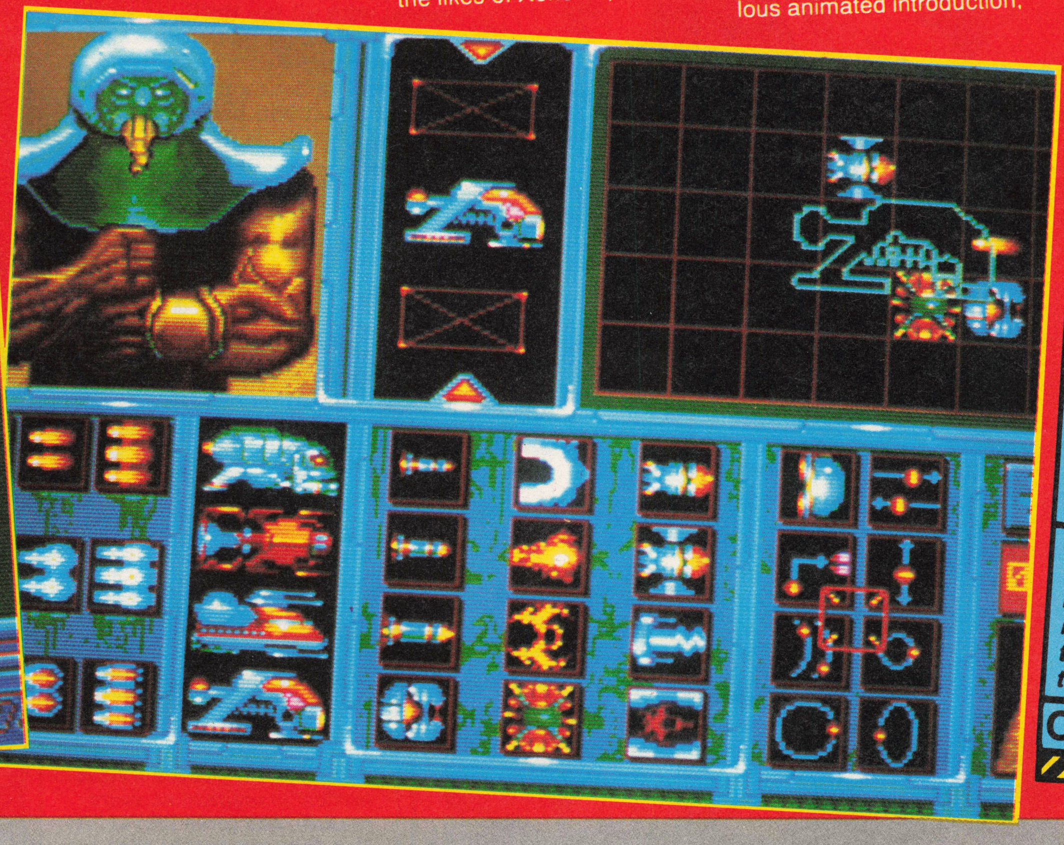


T

tive Rock 'N' Roll and now with what must be classed as one of the best sideways shoot 'em ups to hit the Amiga in a long time. Horizontal scrollers are becoming rarer by the minute thanks to the likes of Xenon II, and although X-Out (pronounced Crossout) has lifted ideas from the aforementioned classic, namely the shop section, a lack of originality is made up for with superb presentation and gameplay. The game kicks off with a marvellous animated introduction, with music reminiscent of the kind of track featured on Battlestar Galactica, the graphic and sonic quality continuing throughout. Sprites are generally on the small side, but all are very well animated and have a realistic metallic sheen to them, and the end-of-level guardians are fantastic - especially the first one which looks as though it's been built using parts from an octopus and a dead horse's skull!

To sum up, a blaster which looks great, sounds excellent and contains some of the toughest aliens in the bizz, making X-Out an absolute corker of a game. In my opinion, it's even better than my old Amiga fave, and one of Rainbow Arts' best releases, Denaris - and who'd have thought they could better that one!

PAUL RAND



UPDATE

Later this very month sees the release of the ST, C64, Amstrad and Spectrum versions of X-Out. While the ST game will retail at the same price as the Amiga version, the C64 and Amstrad versions will set you back £9.99, with Spectrum coming in at £8.99.

AMIGA	£19.99
GRAPHICS	91%
SOUND	92%
VALUE	90%
PLAYABILITY	88%

A very difficult shoot 'em up which holds no real surprises, X-Out still manages to be one of the best of its kind on the Amiga.

OVERALL	90%

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With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them, a game that will better the best.

Kevin Toms.

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We broke the news about the awesome PC Engine SG a couple of issues ago, and now, thanks to those wonderful Hong Kong PC Engine and Megadrive suppliers, West Lake, we've got one to give away!

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So just what do you have to do to stand any chance of winning this marvellous piece of Japanese hardware? Not much as it happens. Just tell us this, in no more than 12 words why should YOU win the PC Engine SG. Stick your answer on the back of a postcard or sealed-down envelope and send it off to: "WHAT?!!? A PC ENGINE SG? PUT ME DOWN FOR A ONE OF THEM, GUV" COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU
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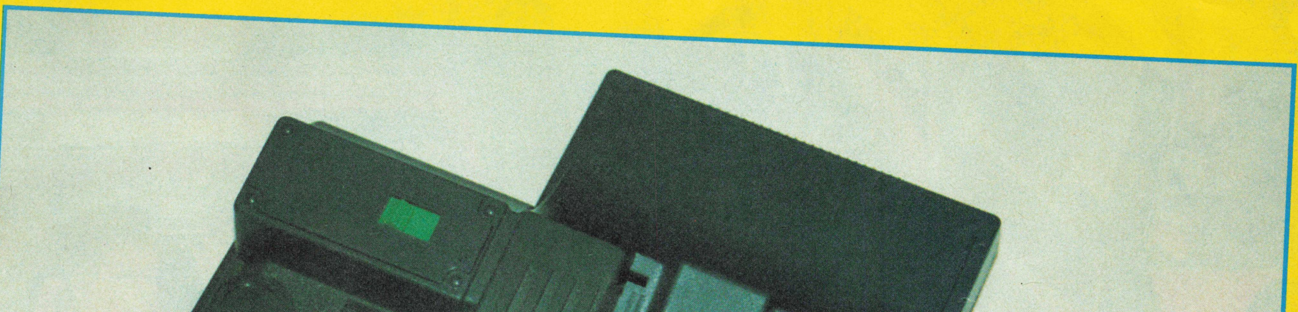

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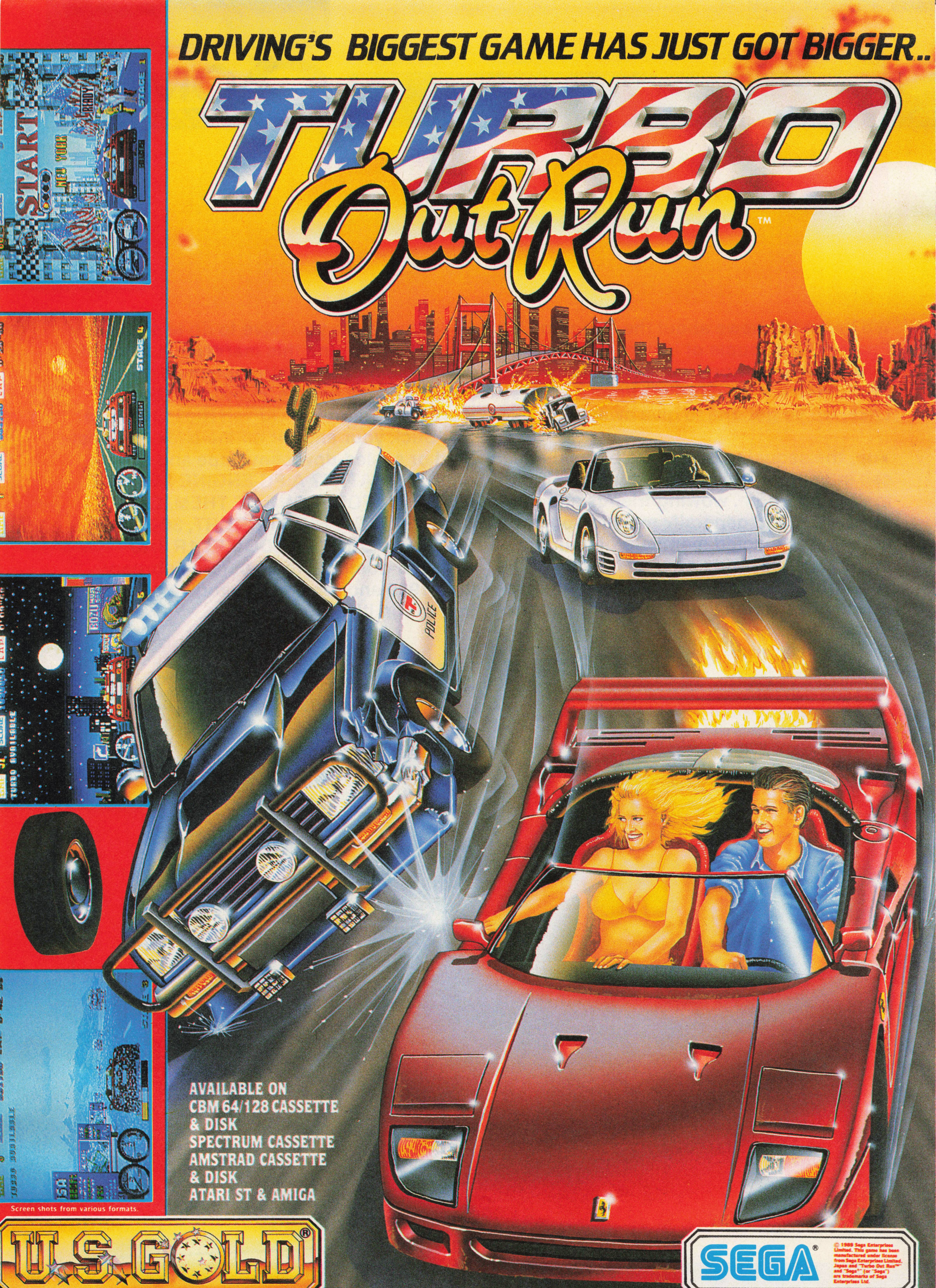

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AMIGA TOP 20

1	(1)	Batman	Ocean	96%
2	(-)	Stunt Car Racer	Microstyle	93%
3	(5)	Shadow o/t Beast	Psygnosis	78%
4	(4)	Continental Circus	Virgin	79%
5	(2)	Xenon II	Mirrorsoft	96%
6	(-)	Beach Volley	Ocean	80%
7	(-)	Interphase	Imageworks	89%
8	(6)	Power Drift	Activision	82%
9	(3)	Strider	US Gold	93%
10	(18)	Robocop	Ocean	90%
11	(-)	Battle Squadron	Electro Zoo	73%
12	(10)	Falcon	Mirrorsoft	93%
13	(7)	Kick Off	Anco	84%
14	(-)	Altered Beast	Activision	69%
15	(9)	F16 Combat Pilot	DI	76%
16	(-)	Dalglish Soccer	Cognito	51%
17	(-)	Extra Time	Anco	85%
18	(15)	Gunship	Microprose	87%
19	(16)	Lombard RAC Rally	Mandarin	83%
20	(-)	Test Drive 2	Accolade	93%

Batmania continues for another month, but right on the Batmobile's bumper is Stunt Car Racer which leaps into second place. Electronic Zoo get off to a good start with Battle Squadron, their polished but uninnovative blaster, and Anco's Kick Off add-on, Extra Time makes it into the chart's nether regions.

PG'S TIPS

IT CAME FROM THE DESERT: Cinemaware's best yet. Didn't make it into this month's chart, but could well feature prominently in next month's.
CHASE HQ: All the thrills and spills of the cop car coin-op, courtesy of Ocean.
GHOULS 'N' GHOSTS: Spiffy conversion by USG is finally out and sure to prove popular in the shires.

OUTSIDE BET

THE UNTOUCHABLES: Action-packed licence of the movie shows great promise.

ATARI ST TOP 20

1	(-)	Hard Drivin'	Domark	92%
2	(-)	Strider	US Gold	93%
3	(1)	Stunt Car Racer	Microprose	94%
4	(4)	Continental Circus	Virgin	79%
5	(4)	Xenon II	Mirrorsoft	96%
6	(-)	Interphase	Imageworks	89%
7	(7)	TV Sports Football	Mirrorsoft	87%
8	(2)	Strider	US Gold	93%
9	(-)	Extra Time	Anco	85%
10	(-)	Beach Volley	Ocean	80%
11	(8)	Centrefold Squares	CDS	66%
12	(-)	Batman	Ocean	85%
13	(5)	Paperboy	Elite	69%
14	(9)	Promised Lands	EA	85%
15	(6)	Kick Off	Anco	84%
16	(-)	Dalglish Soccer	Cognito	51%
17	(11)	Ferrari Formula 1	EA	69%
18	(-)	Indy - Last Crusade	US Gold	95%
19	(13)	Altered Beast	Activision	69%
20	(-)	Power Drift	Activision	81%

ST owners obviously like their driving games. In a single bound Hard Drivin' leaps straight to the top, displacing former number one, Stunt Car Racer. Strange that ST fans haven't taken to Batman, but at least the Indy Adventure is finally making some impact.

PG'S TIPS

CHASE HQ: Bloomin' marvellous race and chase action in Ocean's coin-op conversion.
GHOULS AND GHOSTS: Software Creations' excellent translation of the fantastic arcade game.
DAMOCLES: The long-awaited 3D mega-quest should be out by the time you read this.

OUTSIDE BET

TURBO OUTRUN: Perhaps not the most technically accomplished racing game, but should at least sell on the strength of the name.

HOW THE CHARTS ARE CREATED

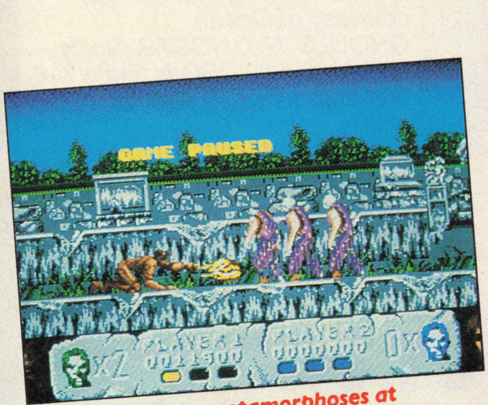
Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

ALL FORMA

		GAME	COMPANY
1	(2)	BATMAN-MOVIE	OCEAN
2	(1)	PAPERBOY	ENCORE
3	(7)	ROBOCOP	OCEAN
4	(11)	POWER DRIFT	ACTIVISIO
5	(-)	STUNT CAR	MICROPR
6	(10)	GHOSTS/GOBLINS	ENCORE
7	(13)	CONT CIRCUS	VIRGIN
8	(4)	CRAZY CARS	HIT SQUA
9	(-)	SHORT CIRCUIT	HIT SQUA
10	(-)	UNTOUCHABLES	OCEAN
11	(-)	HARD DRIVIN'	DOMARK
12	(5)	STRIDER	US GOLD
13	(20)	RAMPAGE	HIT SQUA
14	(16)	COBRA	HIT SQUA
15	(18)	CABAL	OCEAN
16	(6)	BARBARIAN	KIXX
17	(3)	MANSELL'S GP	MARTECH
18	(9)	ALTERED BEAST	ACTIVISIO
19	(14)	WIZBALL	HIT SQUA
20	(-)	DOUBLE DRAGON	MELB HSE

BALLOON
HIGH 125000
SCORE 020320
TIME

▲ Swinging to the top, it's Batman!


GAME PAUSED
PLAYER1
PLAYER2

▲ Altered Beast metamorphoses at number 18.

▲ Rampage, now rampaging around number 13.

SCORE: 010850
TIME 068-02

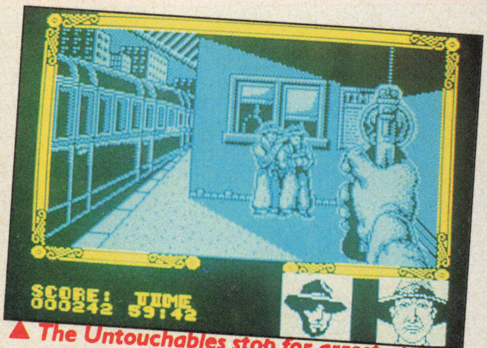
▲ Strider goes for a slash at number 12.

It doesn't come as much of a surprise to find Batman at the top of the chart now that it's selling across all formats, but Paperboy certainly gave it a run for its money. Robocop is back at the top of the chart, no doubt because of the

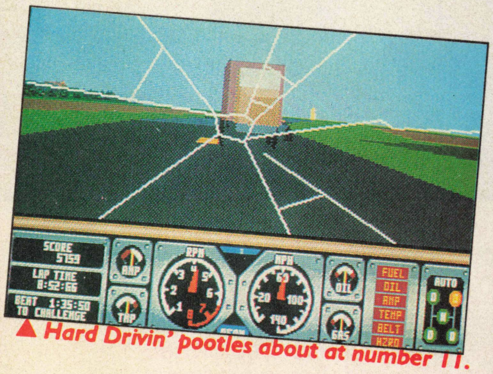
ATS TOP 20

Y	SPEC	AMS	C64	ST	AM
	●	●	●	●	●
	●	●	●	-	-
	●	●	●	●	●
N	●	●	●	●	●
OSE	●	●	-	●	●
	●	●	●	-	-
	●	●	●	●	●
D	●	●	●	●	●
D	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
	●	●	●	●	●
D	●	●	●	●	-
D	●	●	●	-	-
	●	●	●	●	●
	●	●	●	-	-
	●	●	●	●	●
N	●	●	●	●	●
D	●	●	●	-	-
	●	●	●	●	●

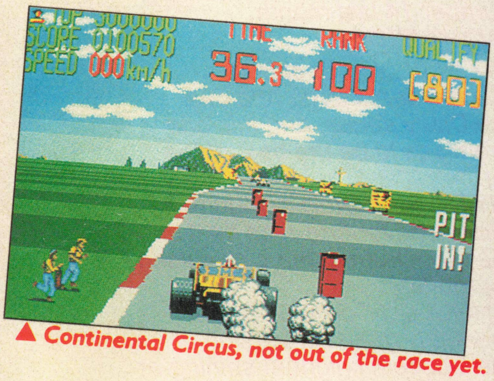
extra publicity gained from Ocean's ad on the recently released video. Stunt Car Racer finally makes it out and motors straight on up, and deservedly so, we say!


SCORE: TIME
000242 59142

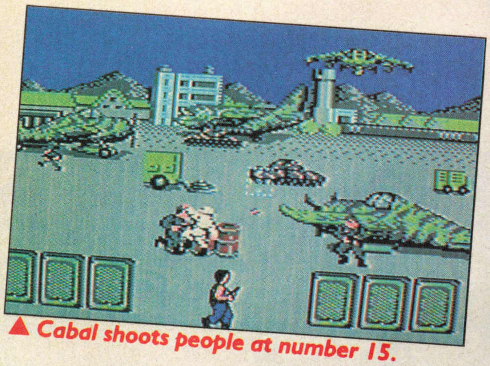
▲ *The Untouchables stop for arrest at number 10.*


SCORE
LAP TIME
BEAT TO CHALLENGE
RPM
MPH
FUEL
OIL
AMP
TEMP
BELT
AUTO

▲ *Hard Drivin' pootles about at number 11.*


SCORE 0100570
SPEED 000km/h
TIME
RANK
36.3
100
PIT IN!

▲ *Continental Circus, not out of the race yet.*



▲ *Cabal shoots people at number 15.*

C64 TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	52%
3	(-)	Stunt Car Racer	Microprose	93%
4	(8)	Power Drift	Activision	59%
5	(4)	Ghosts 'n' Goblins	Encore	90%
6	(12)	Robocop	Ocean	84%
7	(-)	Untouchables	Ocean	85%
8	(5)	Cabal	Ocean	85%
9	(9)	Cobra	Hit Squad	38%
10	(3)	Top Gun	Hit Squad	29%
11	(6)	Strider	US Gold	85%
12	(-)	Short Circuit	Hit Squad	62%
13	(7)	Wizball	Hit Squad	92%
14	(-)	Rampage	Hit Squad	62%
15	(20)	Nigel Mansell's GP	Alternative	71%
16	(-)	Father Christmas	Alternative	70%
17	(-)	Double Dragon	Melbrne Hse	45%
18	(-)	100% Dynamite	Ocean	88%
19	(11)	Strider	US Gold	85%
20	(19)	Altered Beast	Activision	73%

The festive present-buying season has meant that full price games have nudged out a lot of the budget tat. Batman finally displaces the rogue Paperboy to take top spot and the superlative Stunt Car Racer motors straight into the number three position.

PG'S TIPS

TUSKER: Smart arcade adventure from System 3 could well ride high.
MYTH: Just hitting the shelves now. Tremendous graphics and lots of arcade adventuring.
OPERATION THUNDERBOLT: Should be out and selling like hot cakes by this time next month.

OUTSIDE BET

CHASE HQ: Pretty bad conversion, but might well sell on the strength of the name alone.

SPECTRUM TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	83%
3	(14)	Robocop	Ocean	87%
4	(-)	Hard Drivin'	Domark	75%
5	(-)	Untouchables	Ocean	85%
6	(-)	Crazy Cars	Hit Squad	60%
7	(-)	Rampage	Hit Squad	72%
8	(-)	Op Thunderbolt	Ocean	85%
9	(-)	Cabal	Ocean	70%
10	(5)	Short Circuit	Hit Squad	64%
11	(13)	Ghosts 'n' Goblins	Encore	88%
12	(-)	Power Drift	Activision	59%
13	(18)	Batman 3D	Hit Squad	86%
14	(17)	Enduro Racer	Hit Squad	84%
15	(-)	Continental Circus	Virgin	73%
16	(4)	N Mansell's GP	Alternative	75%
17	(9)	Soccer 7	Cult	75%
18	(12)	Top Gun	Hit Squad	83%
19	(6)	Barbarian	Kixx	82%
20	(11)	T I Dizzy	Code Mstrs	75%

As in the Commodore chart, Batman and Paperboy have swapped positions during the month to leave Batman on top. The release of Robocop on sell-thru video and Ocean's ad on the tape seem to have revived the game, which was flagging at number 14 last month.

PG'S TIPS

DIZZY III: You Spectrum owners seem to go ape over the Dizzy series, and this one promises to be the best of the lot.
MYTH: Absolutely astounding arcade adventure. The best original Spectrum game we've seen for months.
GHOULS 'N' GHOSTS: Remarkably good conversion of the Capcom knight-in-shining-armour romp.

OUTSIDE BET

NINJA WARRIORS: A bit of an obscure coin-op, but the super slashing and bashing action should make it a big seller.

THE C+VG STAFF'S CURRENT GAME OBSESSIONS
JULIAN RIGNALL: BLACK NIGHT (PINBALL), MR HELI (PC ENGINE), FORGOTTEN WORLDS (MEGADRIVE), COBRA TRIANGLE (NINTENDO)
PAUL GLANCEY: MR HELI (PC ENGINE), INDIANAPOLIS 500 (PC), SUPER HANG ON (MEGADRIVE), LIFE FORCE (NINTENDO)
PAUL RAND: SUPER MARIO BROTHERS III (NINTENDO), DRAKKHEN (AMIGA), MR HELI (PC ENGINE), RAMBO III (MEGADRIVE)

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Kevin Toms
SPECTRUM +3 DISK

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Kevin Toms.

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"It's superb." ST USER.
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"Spectacular graphics and tactics, it offers unlimited action and even more fun and excitement." POPULAR COMPUTING WEEKLY.
"Addictive? You betcha." YOUR SINCLAIR.
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"Football fans will be instantly hooked." ZZAP 64.
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"This game has everything... what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest." SINCLAIR USER.

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AMIGA	~~£32.98~~	£19.99
ATARI ST	~~£32.98~~	£19.99
IBM P.C.	~~£32.98~~	£19.99

Addictive
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AMIGA ST

DRAK

BY INFOGRAMES

It was after a brave paladin had been hung, drawn and quartered for slaying the last living dragon that the world's spellcasters found their magic failing. Since that day, turmoil had erupted with a multitude of disasters ravaging the kingdom. In the meantime, the good ship Shadrak, while on a trading mission, had become separated from its escort vessels when its powerless wind-wizard could not summon a breeze to fill the sails. Yet the ship was drawn northward by an unknown force, until it finally grounded on the shores of an uncharted island. Before the crew could investigate further, they were attacked and almost wiped-out by an army of creatures, half man, half lizard, the Drakkhen.

The survivors of the battle were led to a huge palace where they were told of a Drakkhen plan to wipe out the human race and instigate a new age of dragons.

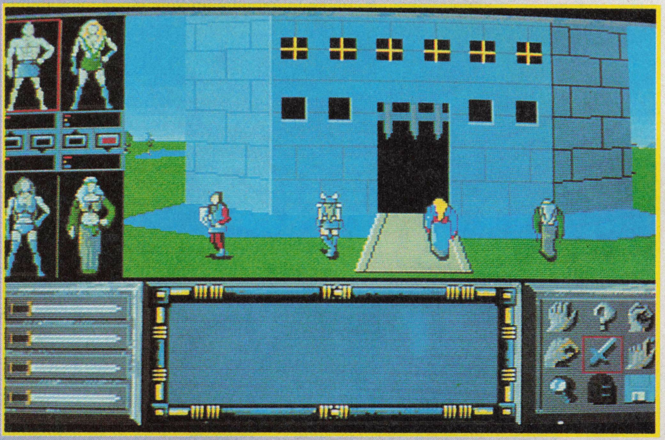
But the resourceful band escaped their captors, returned to the Shadrak and sailed back to their homeland to alert their people of the plight which would soon befall them. The nation's four bravest adventurers were given the task of sailing back to the Drakkhen island and wiping out the whole race.

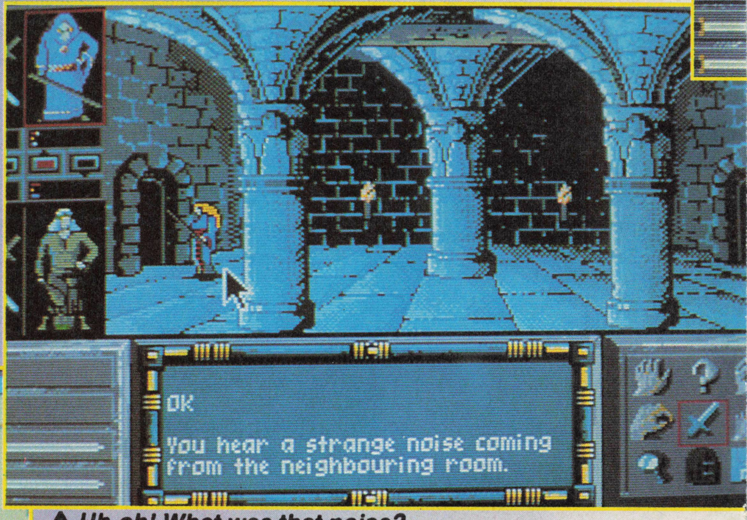
Doing so would be difficult. The only clue was in the wind-wizard's tale - while at the Drakkhen's palace, he noticed an immense reptilian statue, it's eyes shedding eight tears for the dragon race. During the conversation with the Drakkhen High Priest though, it was discovered that nine tears were shed, the last one for the humans who were to suffer at the claws of the dragons. This tear, in the form of a jewel, would have to be found by the adventurers if mankind were to stand any chance of survival.

Starting on a path not far from a castle, you have to take the party across the length and breadth of the 3D landscape, finding clues and killing monsters in your search for the Ninth Tear. Each member of the team begins with pretty puny weapons and armour, but these can be beefed up during the journey. As the dragons emit a massive amount of magical energy, a limited number of spells are available to the characters ranging from bolts of lightning to healing spells. As with the weapons, extra spells, are hidden in spellbooks which lie in castles and palaces. While the four characters are usually controlled one at a time, they can be moved around as one group when outside, making for fast travel around the island's different areas which include grasslands, deserts and swamps.

The landscape is fraught with terrors. Drakkhen forces are everywhere, in all sorts of unspeakable shapes and sizes. Spending the night outdoors is very dangerous, as there's always the likelihood of attack from nocturnal winged creatures. But not all enemies are so obvious. What at first may appear to be an innocent, inanimate object such as a door or a fountain, could be a cleverly disguised demon, lying in wait to gobble up even the most fearless of adventurers.

▼ *Outside the first dungeon, watching for sharks.*



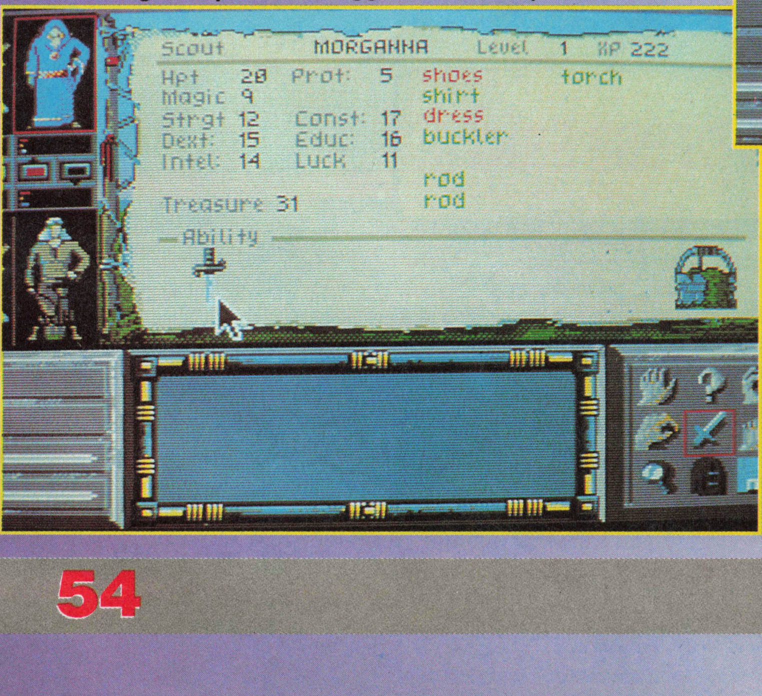


OK

You hear a strange noise coming from the neighbouring room.

▲ ***Uh-oh! What was that noise?***

▼ ***Morganna passes a dagger to her compatriot.***



Scout MORGANNA Level 1 XP 222

Hpt 20 Prot: 5 shoes torch

Magic 9 shirt

Strgt 12 Const: 17 dress

Dext: 15 Educ: 16 buckler

Intel: 14 Luck 11

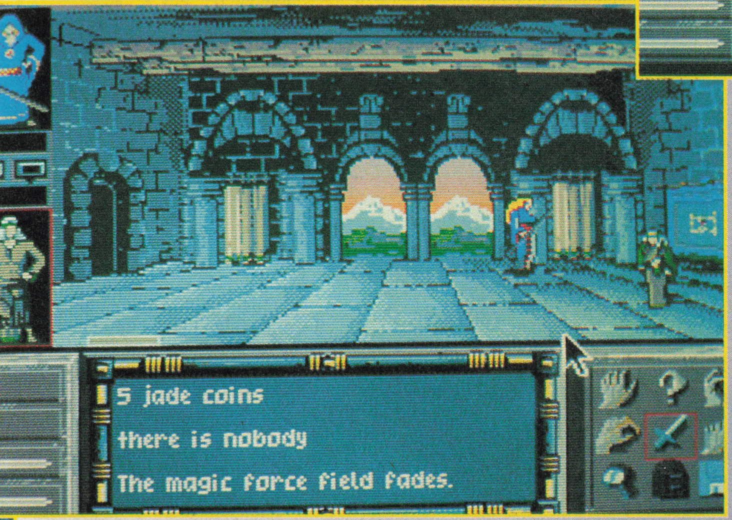
rod

Treasure 31 rod

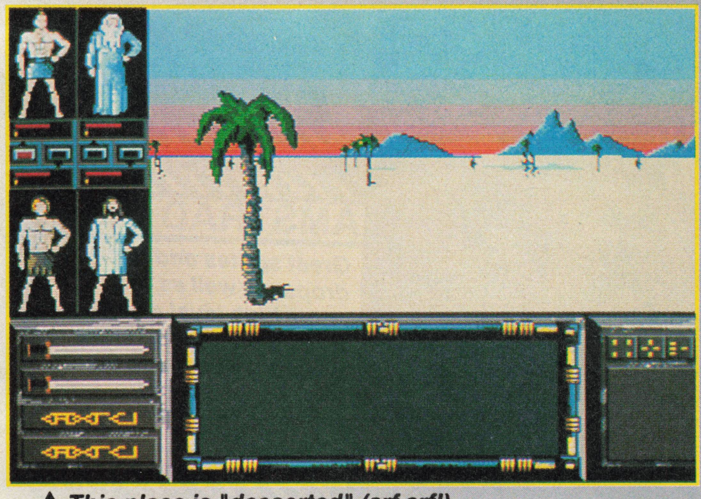
Ability

KHEN

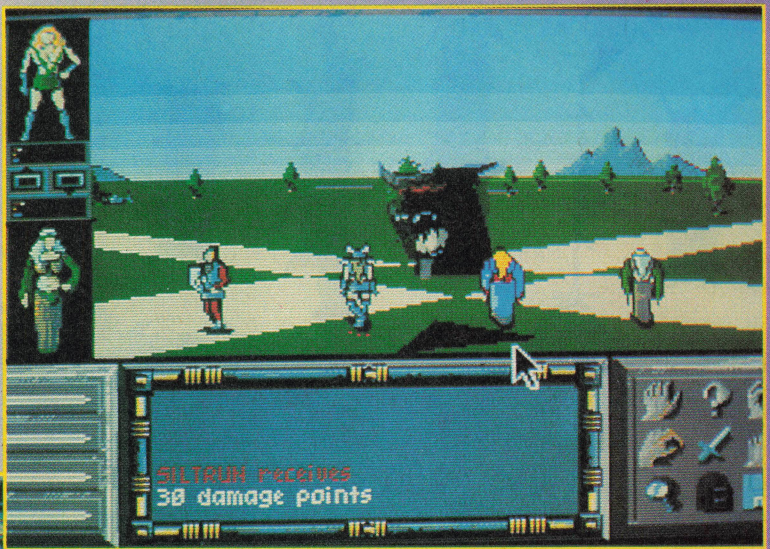
▼ *There's a secret passage in here... somewhere...*



5 jade coins
there is nobody
The magic force field fades.



▲ *This place is "desserted" (arf arf!)*



SILTRUN receives
30 damage points

▲ *A writhing demon rises from a shrine.*

Drakkhen has been described by many as a pretender to the throne sat upon by Dungeon Master, which is a silly thing to say as the two games have little in common, save for the fact that they're both viewed in three dimensions and both contain four main characters. In fact, Drakkhen is much more adventure-oriented than DM, which refuses to be anything but straight RPG.

The 3D effect while outdoors is very good indeed, with fast frame update and lots of objects around to break up the monotony of the otherwise flat earth.

Sampled sound effects add tremendous atmosphere to the game with a wealth of different noises including the rustle of leaves in the wind, crickets rubbing their legs together at night and the blood-curdling screams of monsters launching themselves at the valiant foursome.

On the subject of the creatures to be found in the game, some of them are absolutely enormous, with horrible, gnashing fangs and bloodshot eyes - I particularly like the wolf's head which springs from the fountains at the crossroads!

My one and only whinge is that the game lacks any sort of compass, which would have been extremely useful in finding your way around Drakkhen. I suspect that you need to use the positions of the sun and stars to plot your course. Very realistic, I suppose, but unfortunately I've never been very good at astronomy.

Drakkhen is a well-presented, addictive piece of adventuring, which comes complete with an enjoyable novella containing lots of clues. As I said, lack of a simple direction finder is a problem, but if you can overcome this (say by learning how to chart the stars) then you'll soon find yourself being dragged into the dangerous world of dragon-bashing.

PAUL RAND

UPDATE

Sorry, all you owners of anything other than an ST or Amiga; Infogrames have no immediate plans to release Drakkhen on anything other than these two machines.

ST	£29.99

The only difference between this and the Amiga version is a not-quite-so-subtle colour fade on the horizon. If this is the sort of game which appeals to you, then make a trip to your nearest stockist and snap it up!

OVERALL 83%

AMIGA	£29.99
GRAPHICS	88%
SOUND	88%
VALUE	79%
PLAYABILITY	80%

Playability suffers from one or two silly omissions, but otherwise Drakkhen is a super game which should satisfy the adventuring spirit in most of you.

OVERALL 83%

BUDGET

SUPERTANK SIMULATOR

CODE MASTERS

Oh dear, another dodgy arcade game disguised as a simulator and wrapped up in a load of self-congratulating waffle. This time it's a marginally upgraded version of that crusty old Atari 2600 cartridge, Tank Pong - guide your "super" (ha ha) tank through eight war-torn battle zones, blasting the pants off the enemies which you meet on the way.

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is

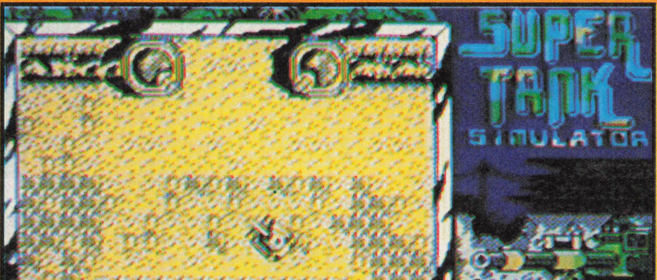
The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is

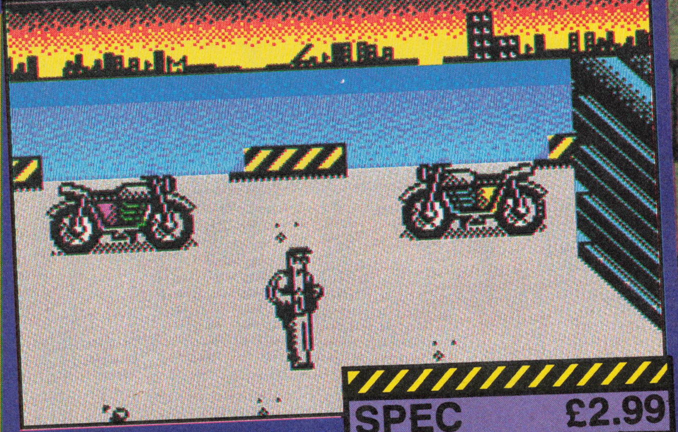
emblazoned across the inlay is hype, then you deserve to waste your money on this complete load of old rubbish, instead of buying one of the other brilliant games reviewed this month.

SPEC £2.99

A horrible, nasty piece of software which could put Spectrum owners off games playing for life. Don't even think about buying it.

OVERALL 19%





RENEGADE

HIT SQUAD

Mr Renegade is a real hard guy, and he's only happy when gangs of hoodlums kidnap his girlie, so that he can hunt 'em down and beat 'em up. So it comes as no surprise when you find out that's exactly what he's doing in Ocean's re-released coin-op conversion. Do your stuff across the five areas of Subway, Pier, Sleazy Street, End Street and the interior of Mr Big's hideout, doling out the damage to a variety of yobbos which inhabit each level. Clear each stage before the time limit runs out, and make sure you don't lose all your three lives in the process - otherwise it's bye bye to you and yer gal.

Renegade was a smashing piece of fisticuff frolics when it was first released, and nothing has changed this time round. Still highly playable, the game keeps you on your toes from beginning to end with a mixture of fine graphics and absorbing gameplay. Don't miss it!

SPEC £2.99

Crisp, monochrome graphics work well in this well-programmed arcade beat 'em up, which is a snip at its new three pound price tag.

OVERALL 86%

AMSTRAD £2.99

Great sprites and backdrops, as well as the same high level of addiction as the others, make Amstrad Renegade the best of the bunch!

OVERALL 88%

C64 £2.99

The graphics aren't as nicely defined as those on the Spectrum, and the control system is a tad iffy, but Renegade is still a worthwhile buy.

OVERALL 80%

PREDATOR

HIT SQUAD

Originally released by Activision, the player moves Arnie through four enemy-filled jungle levels in his search for a missing helicopter and its crew. All is not as it seems, though, because out there in the dense undergrowth is an alien hunter - and you're its prey!

Four levels may not sound like a lot, but the lack of stages is compensated for by some incredibly tough gaming, with poor Arnie chopping and changing guns as if they were socks! Graphics are of well above average quality, especially the main Schwarzenegger sprite which sports a trendy flat-top hairstyle.

A brilliant game which captures the spirit of the film and, indeed, the star himself. Miss this at your peril!

C64 £2.99

Mega-tough arcade blasting in the more than amicable company of Schwarzenegger and Co - in other words, a fab piece of re-released software!

OVERALL 90%

AMSTRAD £2.99

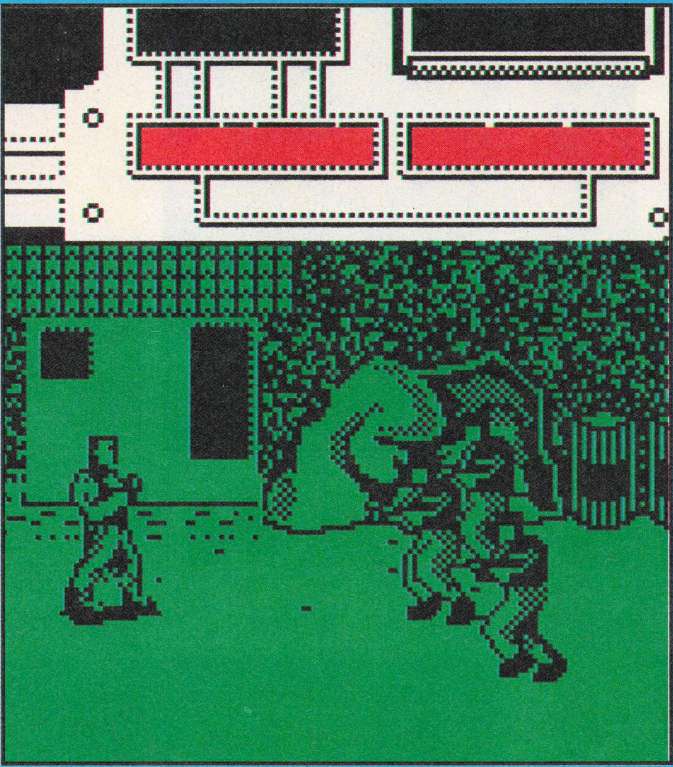
The colourful graphics of the C64 version and the Spectrum's difficulty level combine in Amstrad Predator to give CPC owners a smashing game.

OVERALL 90%

SPEC £2.99

A mostly green screen lessens the overall impact of the game, but the larger sprites and even trickier play make up for Predator's monochromatic shortfalls.

OVERALL 83%



PING PONG

HIT SQUAD

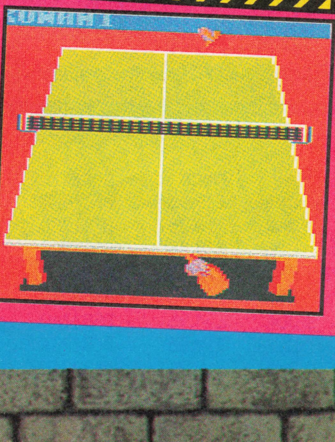
Converted from the Konami arcade machine of the same name, one or two table tennis addicts take part in this 3D battle of the balls. Each player controls a ping-pong bat, situated at each end of the table, the aim being simply to hit the ball and attempt to make your opponent miss. Tournaments last for three games, the winner of game being the first person to score eleven points.

With a variety of different shots available to the budding mini-Becker, Ping Pong is a cheap and cheerful little number which will warm the cockles of every sports sim addict's heart.

C64 £2.99

Fast bat 'n' ball action for one or two players, Ping Pong makes for addictive sporting excitement on the little screen - a lot better than watching the snooker!

OVERALL 81%



AMSTRAD £2.99

Absolutely no difference between this and 64 Ping Pong. Buy it - it's brill.

OVERALL 81%

SPEC £2.99

Apart from a loss of colour, this Spectrum version is as good as the C64 game - if you're a fan, don't hesitate in saying "this one please" to the shopkeeper.

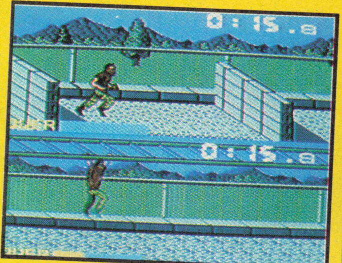
OVERALL 81%

COMBAT SCHOOL

HIT SQUAD

Lace up yer Doc Martens an' get yer 'air cut, you 'orrible little shower, and make yer way down to the Combat School on the double, to partake in seven gruelling rounds of Marine training. From a horizontally scrolling assault course to a yomp through muddy waters, one or two raw recruits must waggle that joystick until their arms break - and then some more - if they want to escape the wrath of the Sargent Major; cross him and it's chin-ups for you, my lad. Complete the training and you're assigned a dangerous mission, utilising some of the skills you learned at Marine Camp.

This is a truly mind-blowing conversion of the much-loved arcade smash, which calls on all your reserves of strength (as well as at least two spare joysticks!) for you to be in with any chance of success. Almost a scaled-down copy of the original, and sporting an amazing remix of "I Wanna Be Your Drill Instructor" from the film Full Metal Jacket, £2.99 is a minuscule price to pay for a multi-event game of this calibre.



C64 £2.99

Combat School is just so good, you'll want to go and get your head shaved before loading it. First rate arcade action at a ridiculously low price.

OVERALL 92%

1

AA RAVE! AA RAVE! AA RAVE! AA RAVE! AA RAVE!

RAVE!

The Untouchables
from Ocean

Re-live the knife existence of Elliot Ness in his struggle against the retribution of mobster Capone.
The ultimate six exciting action sequences put you in control of Elliot Ness's elite squad of crimebusters.
Alleyway shootouts, The Border Raid, The Railway Station confrontation and Warehouse bust culminating in the thrilling rooftop duel as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

The Untouchables

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Spectrum 48K	Cass	£ 9.99	BF803SC
Spectrum +3	Disk	£14.99	BF804SD
Amstrad CPC	Cass	£ 9.99	BF805AC
Amstrad CPC	Disk	£14.99	BF806AD
Atari ST	Disk	£19.99	BF807ST
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THE UNTOUCHABLES
ocean

THE B

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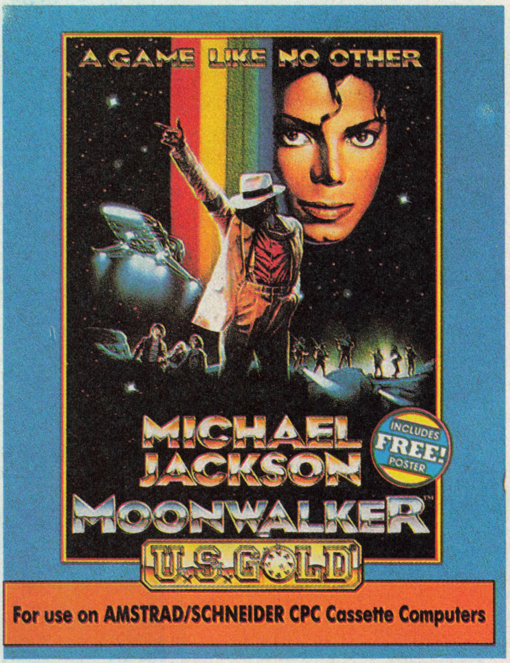
Michael Jackson Moonwalker
from U S Gold

After conquering the world of pop music, Micheal Jackson channelled his energy and talent into making his first film. Now U S Gold present the home computer version of that film, endorsed by the Superstar himself. Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER - a game like no other.

"You will be unable to tear yourself away from the screen even when it's way past midnight"
Mark Higham - ST Format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Moonwalker

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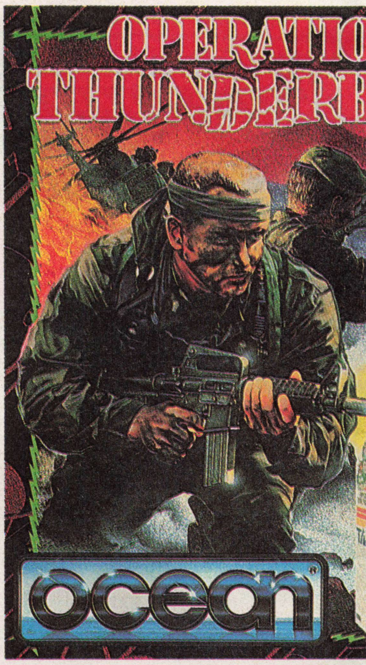

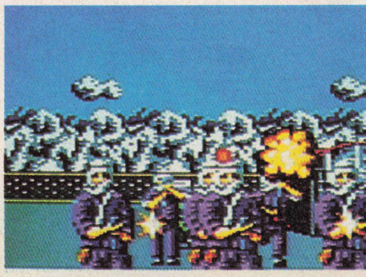

G

2

Laser Squad
from Bladesoft

LASER SQUAD
BLADE
AMSTRAD CPC DISK

Laser Squad combines strategic skill with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of hunter or hunted - play with a friend and take turns at opposing roles. One player option plays against artificial intelligence so highly develped it bites!

"Laser Squad is a terrific game that is superbly playable and can definately be recommended as one for the library of any gameplayer." **Andy Smith, Amiga Format**

Lazer Squad

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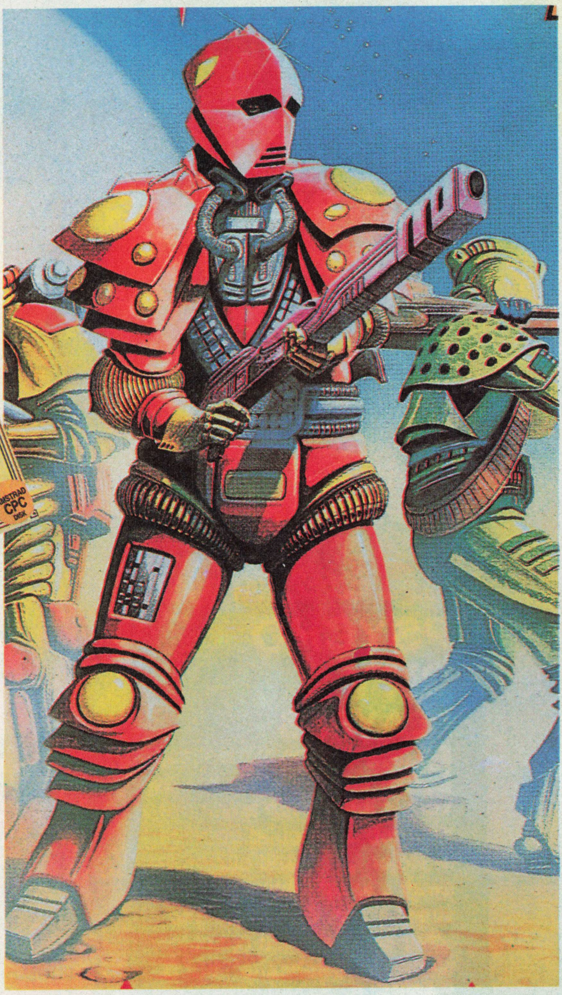


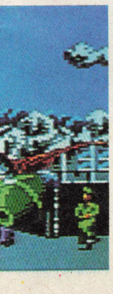
- GET ONE FREE!

4

Operation Thunderbolt
from Ocean

Follow up to last years No 1 hit "Operation Wolf". The game brings you enhanced shoot-em up action for one or two players. Thunderbolt not only reporduces the horizontally scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries! Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missles.

"Brilliant is the only way to describe Thunderbolt" - not a game for the faint-hearted"
Trenton Webb -Amstrad Action



Operation Thunderbolt

		PRICE	CODE
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Spectrum +3	Disk	£14.99	BF825SD
Amstrad CPC	Cass	£ 9.99	BF826AC
Amstrad CPC	Disk	£14.99	BF827AD
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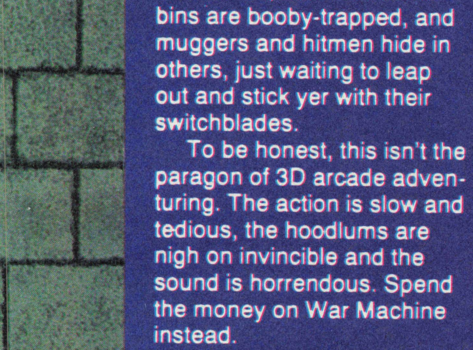
BUDGET

PSYCHO CITY

PLAYERS

Being the only honest copper on the streets of New York is just no fun any more. Your job is to round up a load of stolen gear, and blow away a formidable cast of street scum. Bazookas and other weapons are cunningly hidden in "trashcans", but BE CAREFUL, because some bins are booby-trapped, and muggers and hitmen hide in others, just waiting to leap out and stick yer with their switchblades.

To be honest, this isn't the paragon of 3D arcade adventuring. The action is slow and tedious, the hoodlums are nigh on invincible and the sound is horrendous. Spend the money on War Machine instead.



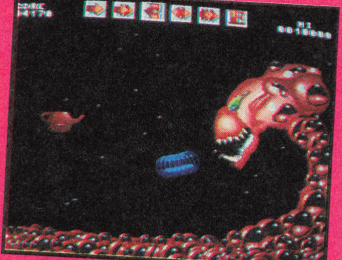
AMSTRAD £1.99

Pretty poor arcade adventure, spoilt by slow and annoying gameplay.

OVERALL 51%

ALADDIN'S MAGIC LAMP

NEW LINE SOFTWARE



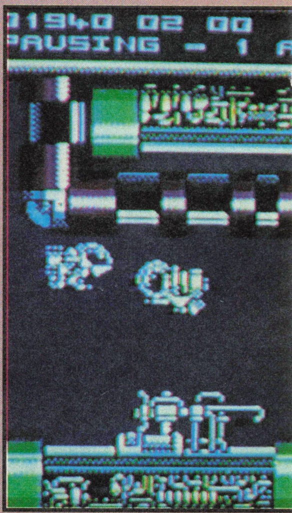
First title on this new Scandinavian label stars the famed principal boy's mate, the genie, who is off to rescue Mrs Aladdin from the clutches of the evil old uncle. The genie has to drive his magic lamp through five sideways-scrolling "time zones", zapping bubbles, disembodied heads and other abstract metallic shapes until he gets to the big mutha at the end of the zone. There's a very unadventurous extra weapons system which provides various forms of fire in different directions.

The graphics are very pretty, with some great sprites and super-smooth scrolling backdrops, and the loudspeaker jigs to subdued Euro-pop and crisp sampled smashes.

AMIGA £9.95

A cheap, but very basic shoot 'em up. It's fun for a while, but can only be recommended to blasting fans on a tight budget.

OVERALL 72%



C64 £2.9

Smart graphics and sound but the gameplay suffers because of a supernatural level of difficulty.

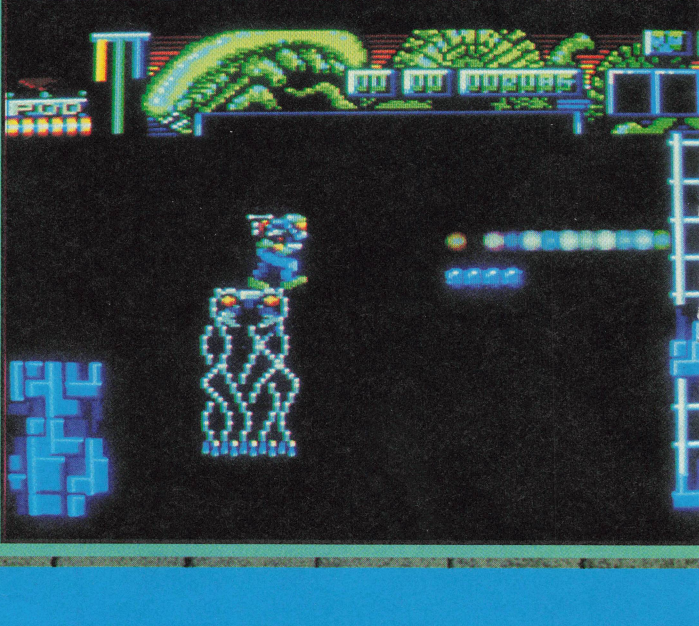
OVERALL 59

WAR MACHINE

PLAYERS PREMIER

An alien syndicate has taken control of an asteroid mining installation and it's down to you to find four bits of a super-weapon and use it on the queen alien before she takes over and starts filling the place with baby aliens. The mine is a platform-packed multiscreen labyrinth hiding all sorts of nasty surprises, but you're well-equipped to do battle with the best (or worst) of 'em.

War Machine is definitely



SHARK
PLAYERS PREMIER

The Shark of the title is a new super-sub which you have to pilot into the Atlantic 5 seabase to rid it of the cheeky Snake brothers who have moved in without permission. In fact, they're so cheeky that not only have they moved in, they've invited a load of reptilian mates round as well!

The Snakes aren't the only cheeky ones, though. This is the second game by Players (the first being Task Force) which looks disconcertingly similar to the old Hewson blaster, Cybernoid. The screen layouts are similar, the controls are the same, even the extra weapons are practically identical. But of course the copy isn't as good as the original and Shark is made ridiculously difficult by the heavily armoured enemy ships which populate the corridors and are so tough that they have to be shot at least eight times before they explode!

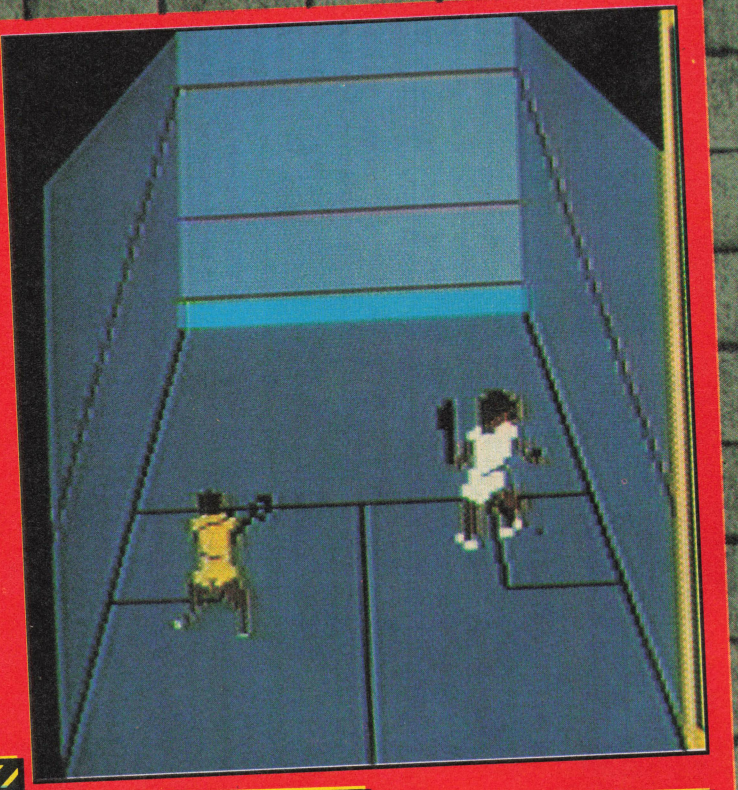
SPEC £2.99

Again, Shark looks and sounds neat, but it's plagued by the same piddly weapon problems, so it's not as much fun as it could have been.

OVERALL 56%

JONAH BARRINGTON'S SQUASH
MASTERTRONIC PLUS

This rerelease features not only Jonah Barrington's name (he's very big in the squash world, by the way), but also his voice, which can be heard gargling the scores and telling the players off for missing shots. The speech is probably the game's only high point, because the actual action is so confusing. Placing your player in a position from where he can return the ball is so difficult that more often than not whoever serves wins the point. As a squash game this is no more enjoyable than playing on my old Binatone TV game.



C64 £2.99

Squash isn't the most exciting sport to simulate in the first place, and this computer version isn't going to keep you glued to the joystick.

OVERALL 49%

SPEC £2.99

Finer graphics so it's not quite so difficult to see what's going on, but it's still not hours of fun.

OVERALL 50%

AMS £2.99

Very similar to the Spectrum version, so, again, OK, but not terrific fun.

OVERALL 51%

the best budget release of the month. The gameplay is compelling, the graphics are very colourful, and there are some really pretty special effects which give the game that bit of extra polish that's so often missing from Amstrad budget titles.

AMS £2.99

Superb arcade adventuring action. One of the few budget arcade adventures really worth playing.

OVERALL 88%

SAILING
MASTERTRONIC

Well splice me mainbrace! "What," I thought, "could be more boring than a 3D sailing simulation?" But, no, this is a surprisingly enjoyable game - a bit like a more subdued Pole Position. You get to design your yacht then sail it against the international opposition, working your way up through a sort of world league.

Success is apparently all down to judiciously hoisting and lowering your spinnaker, and tacking into the breeze like a mad thing, but it really isn't as complicated as it sounds. The sound chip makes appropriate "SWOOOSSHHH" noises and the horizon dips and rolls convincingly - any more realistic and you'd be throwing up over the side.

AMS £2.99

Not much difference between this and the C64 version, except, perhaps, slightly clearer graphics.

OVERALL 83%

SPEC £2.99

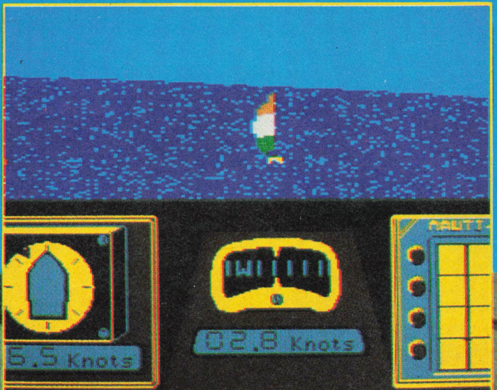
Again, it's only graphical differences which separate this from the other versions.

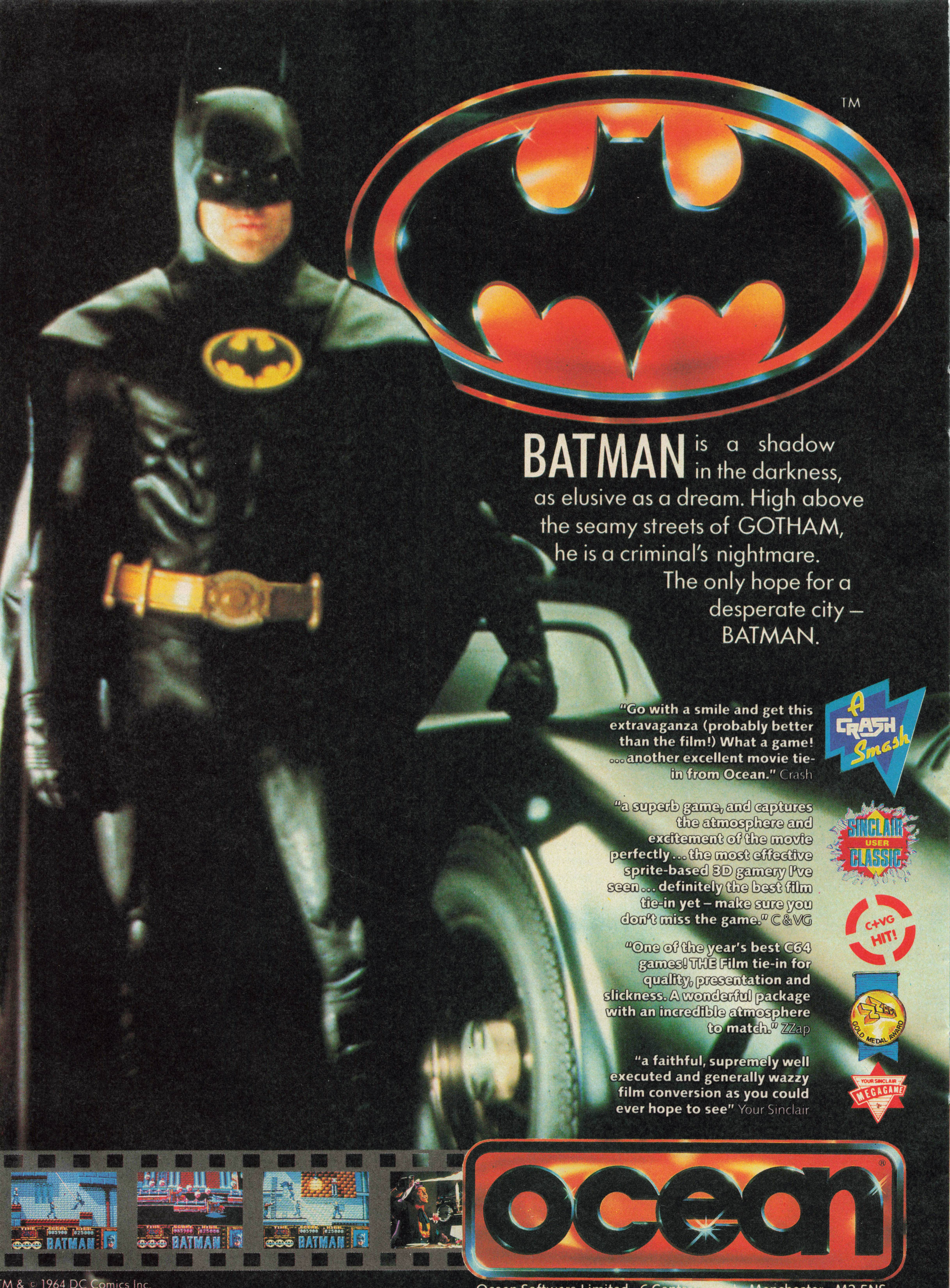
OVERALL 80%

C64 £2.99

Hardly a mainstream subject, but an entertaining game nonetheless. Worth trying if you're after something different.

OVERALL 82%

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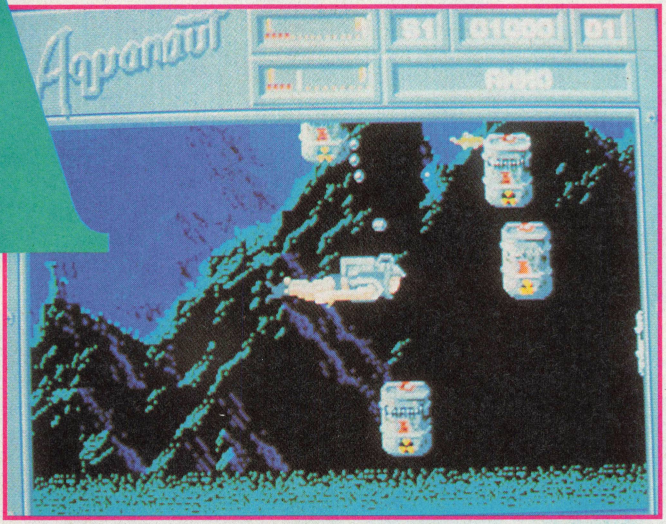
AQUANAUT

UPDATE
Versions for the Amiga and PC are in the pipeline and they should emerge early on in 1990.

BY ADDICTIVE



▲ *Don't touch the nuclear waste!*

Ooh excitement! The Earth's being invaded (again), but this time the bug-eyed space creatures have moved into the lost city of Atlantis from where they're planning to launch their final devastating attack on humankind. Luckily for us, there's one man who knows NO FEAR(!) and that man is ace aquanaut, Ric Flair.

In the first section Ric plunges into the murky, sideways-scrolling ocean depths. Swimming right, Ric has to dodge or rocket numerous hazards, including homing swordfish, tentacled jellyfish, barrels of nuclear waste and depth charges. A kindly quartermaster has dropped off some equipment pods, containing the tools you need to complete the game.

Graphically, this section is great - loads of big, well-animated sprites - and it's a pretty good blast too. My one complaint is that once a swordfish or a shark gets on your flippers you can have real problems getting rid of it because by the time Ric's turned around to shoot, he's been skewered.

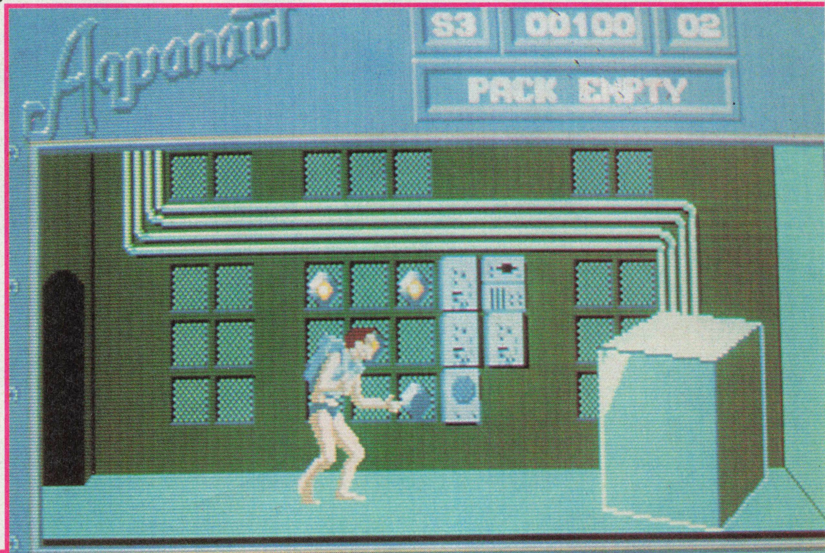
The next section is a hunt through submarine caverns for the entrance to Atlantis. Useful items are scattered hither and thither, and it's up to you to work out what to use where.

The final load is set in the corridors of Atlantis, which are positively swarming with Ramanishi aliens. As well as torching the Ramanishi spaceship, Ric has to find and release the four remaining Atlanteans. Again, it's a case of finding objects and using them in the right places, but this time he has Ramanishi guards to deal with. Unless he finds a better weapon, this means chucking knives at them before they can touch him. Again, this section is made tougher by the fact that Ric can't turn and fire instantaneously, so aliens simultaneously approaching from both sides can be extremely tricky to deal with. The puzzles are fairly logical, but some of the objects are so alien that it's anyone's guess what purpose they could possibly serve. Still, I suppose it all adds to the mystery.

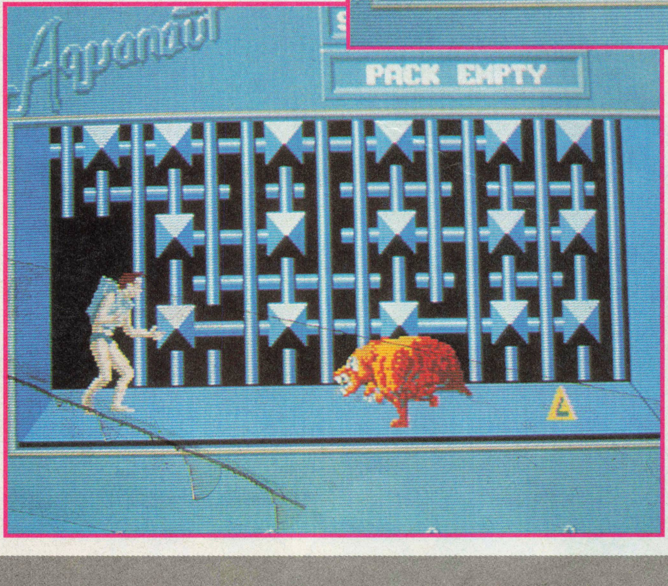
Although it's not without its faults, Aquanaut is an entertaining sort of game. Each section has enough to keep you immersed ("immersed" - geddit?) for a good few months, and there's even a handy game save to save you from swimming over old ground. If you're after something out of the ordinary, check it out.

PAUL GLANCEY

▼ *A transporter cube.*



▼ *Beware of the, er, dog?*



ST	£24.99
GRAPHICS	80%
SOUND	60%
VALUE	80%
PLAYABILITY	75%

An enjoyable combination of exploring and blasting games, made a bit over-difficult by one or two flaws.

OVERALL	76%

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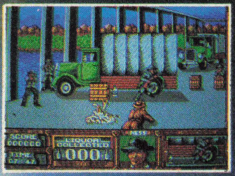

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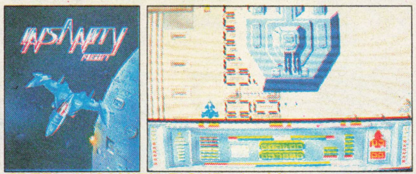
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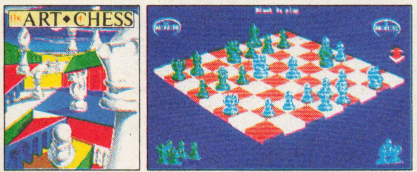
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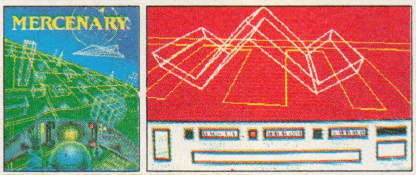
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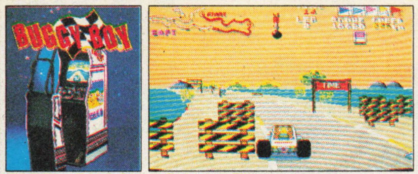
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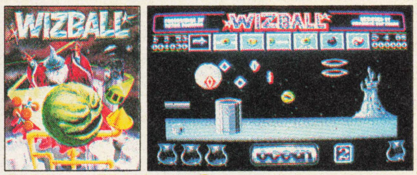
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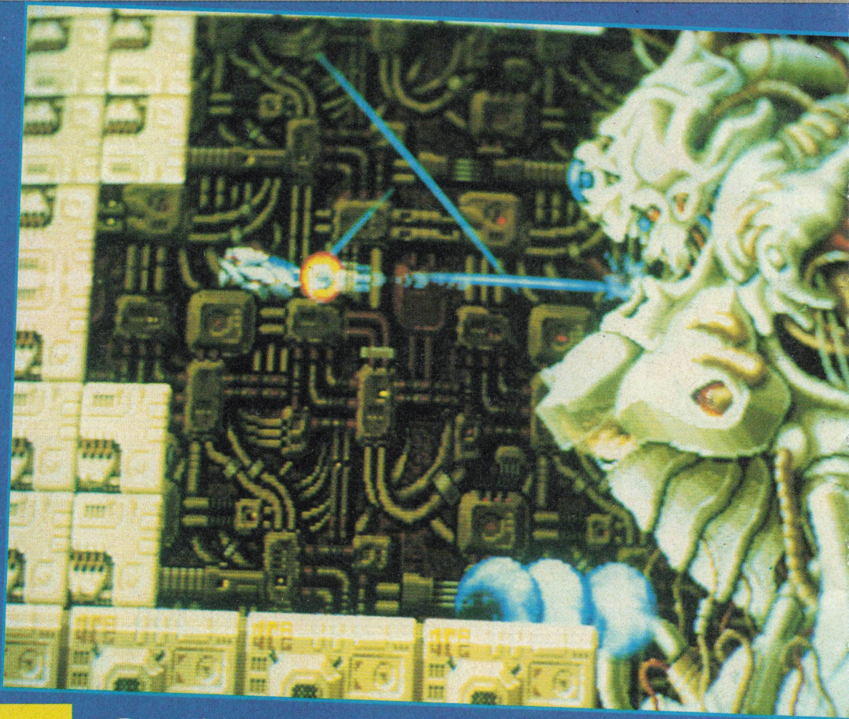
ACTION



R-TYPE II

One of the greatest horizontally scrolling shoot 'em ups of all time is R-Type. Its combination of stunning graphics, amazing weaponry and great gameplay has yet to be equalled.

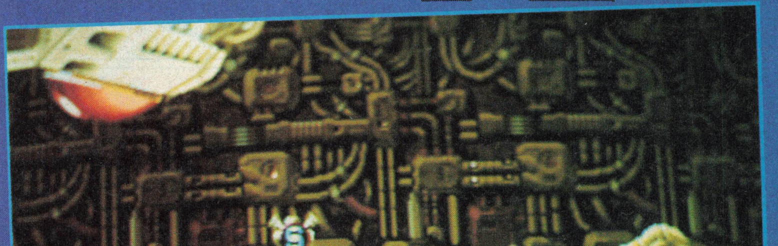
Until now. R-Type II is here.

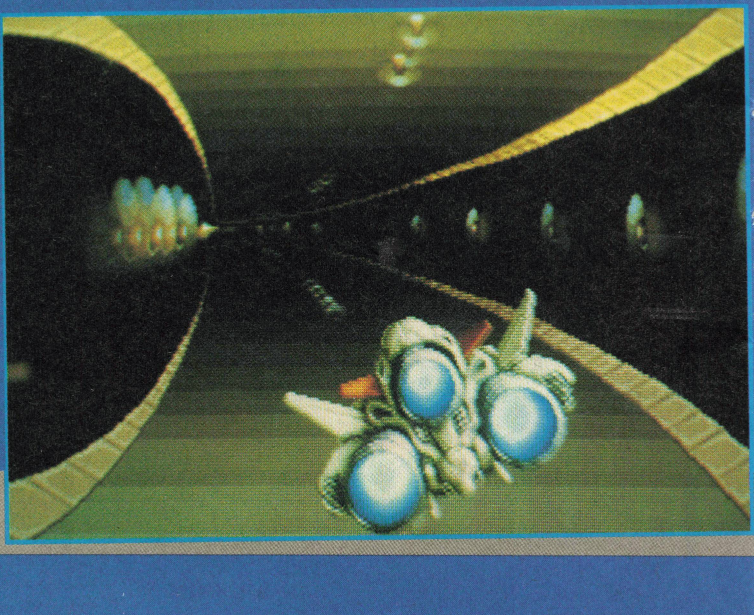
Once again you take control of the R-9 fighter, and once again it's the evil Bydo Empire who you're up against. But this time the enemy is bigger, tougher and more vile than ever. So collect those power-ups, beam up your weaponry and prepare to fight for your right to party.

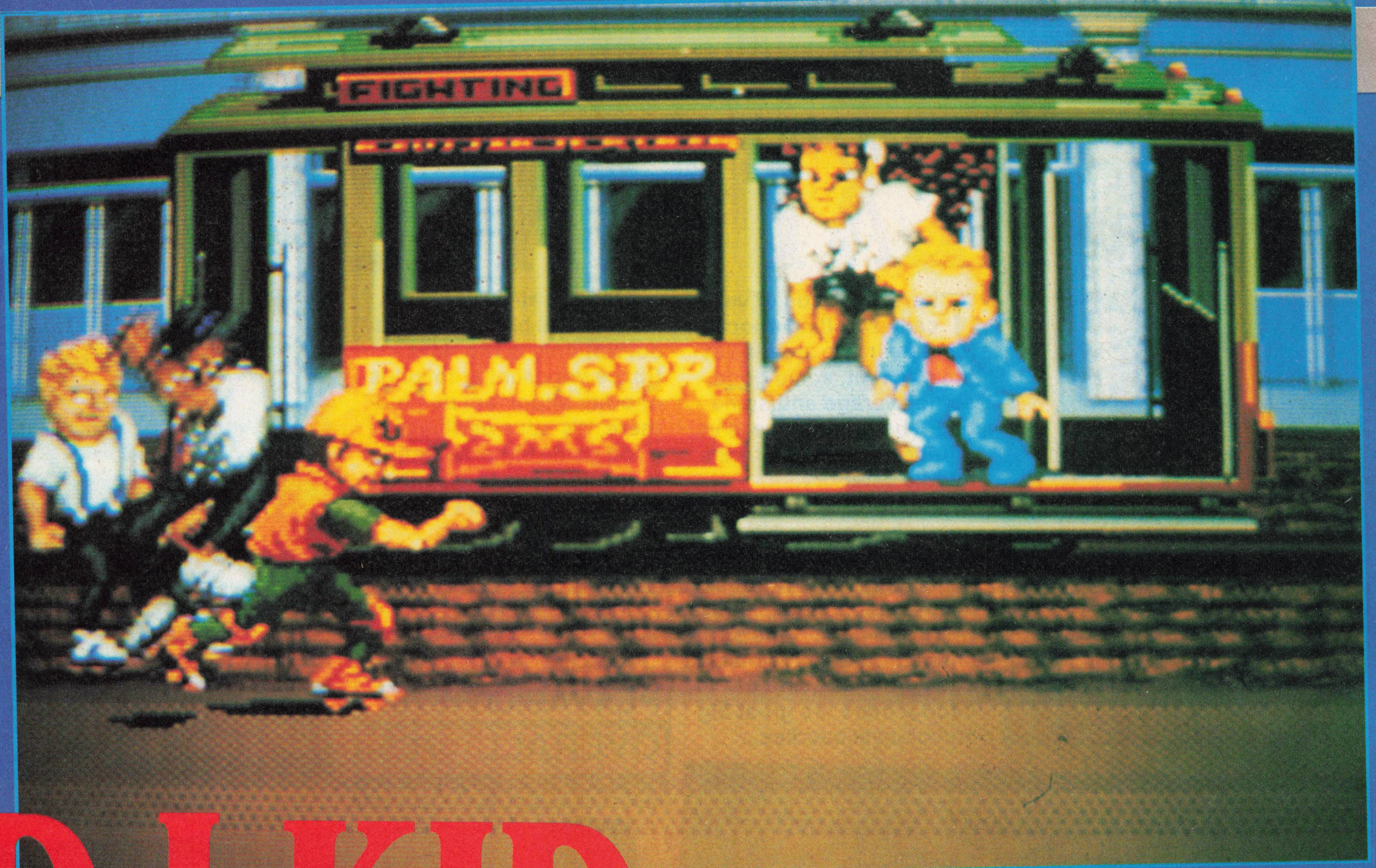
The graphics are fantastic, with revolting, pulsating aliens that really DO look alien, huge motherships with all sorts of horrible squelchy bits, tentacles and dangly things to blast into oblivion, and some really nice effects such as on level two where the action takes place under water. The sound is also atmospheric and really enhances the action.

R-Type II is a brilliant blast and is every bit as good as the original. Make sure you've got plenty of change when you play it.

GRAPHICS	93%
SOUND	88%
VALUE	90%
PLAYABILITY	95%
OVERALL	92%







DJ KID

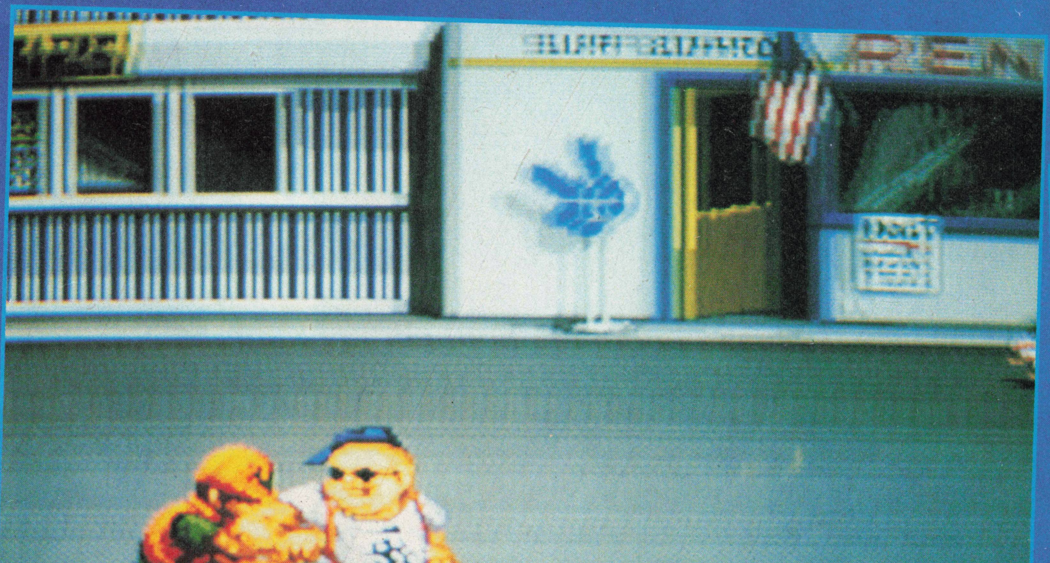
Here's an interesting little game - it's a sort of Double Dragon on roller skates. Sounds weird, doesn't it, but actually, DJ Kid is a whole heap of laffs.

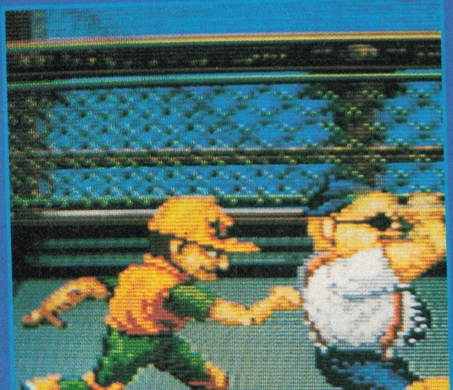
The idea is to travel into the wrong side of town and simply kick the shinola out of all the baddie skaters who live there. DJ has all sorts of moves to help topple the enemy from their skates, including a variety of punches and sly elbow jabs!

As you travel deeper into enemy territory, things get tougher and tougher, with some of the beefiest baddies ever seen on four wheels!!

Featuring humorous cartoon-style graphics and wacky sounds, DJ Kid is a game beat 'em up fans will love.

GRAPHICS	88%
SOUND	87%
VALUE	87%
PLAYABILITY	90%
OVERALL	89%





C+VG
ARCADE
ACTION

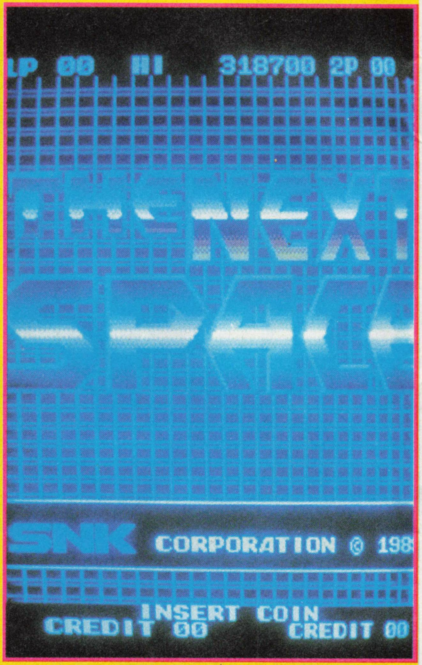
NEXT SPACE

There are loads of vertically scrolling shoot 'em ups in the arcades at the moment, some good, some average and some bad. The Next Space is yet another, and falls into the middle category.

It's a one or simultaneous two-player blaster in which the heroes fly into space and battle hordes of alien ships. Blast an entire wave and power-ups are left behind to help you kick even more ass, and of course there are great big end of level baddies...

Heard it all before? Played it all before? Afraid so. Not only is the Next Space very similar to loads of other shoot 'em ups out there, it's not a particularly good game either. Blasting fans might like to give it a whirl, but it doesn't hold your interest for long.

GRAPHICS	81%
SOUND	79%
VALUE	72%
PLAYABILITY	78%
OVERALL	76%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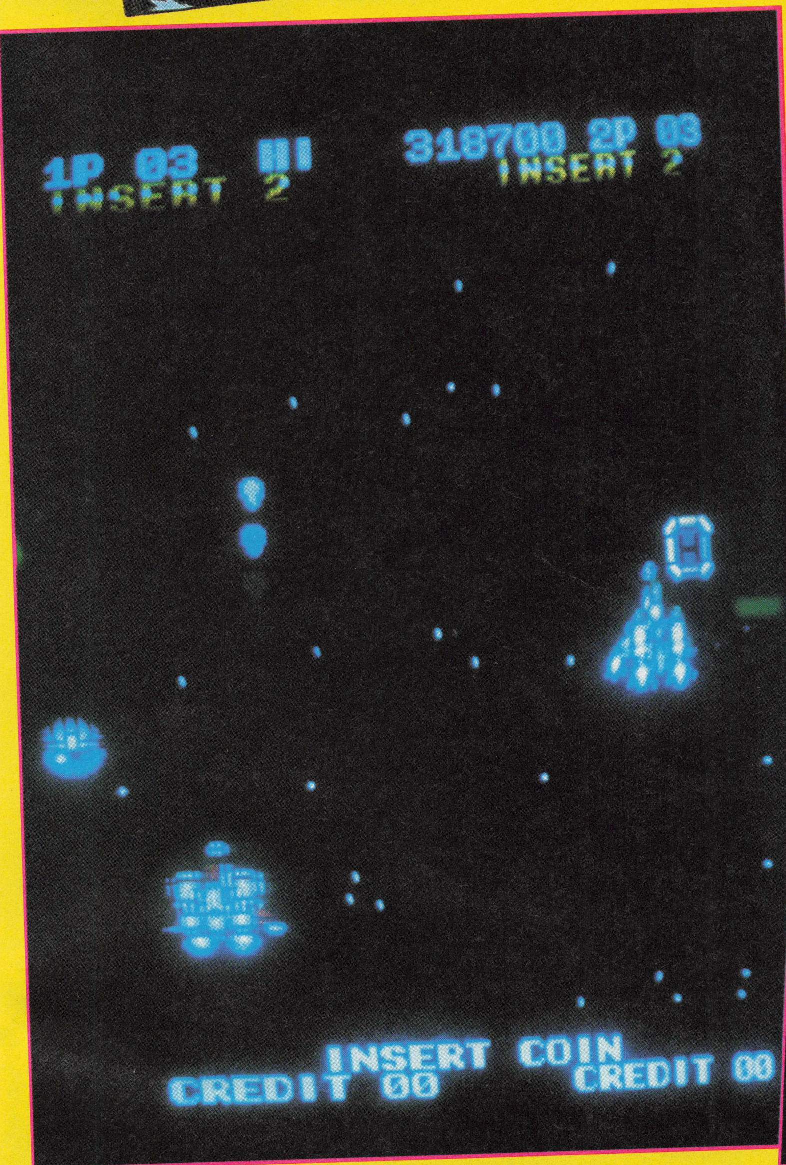
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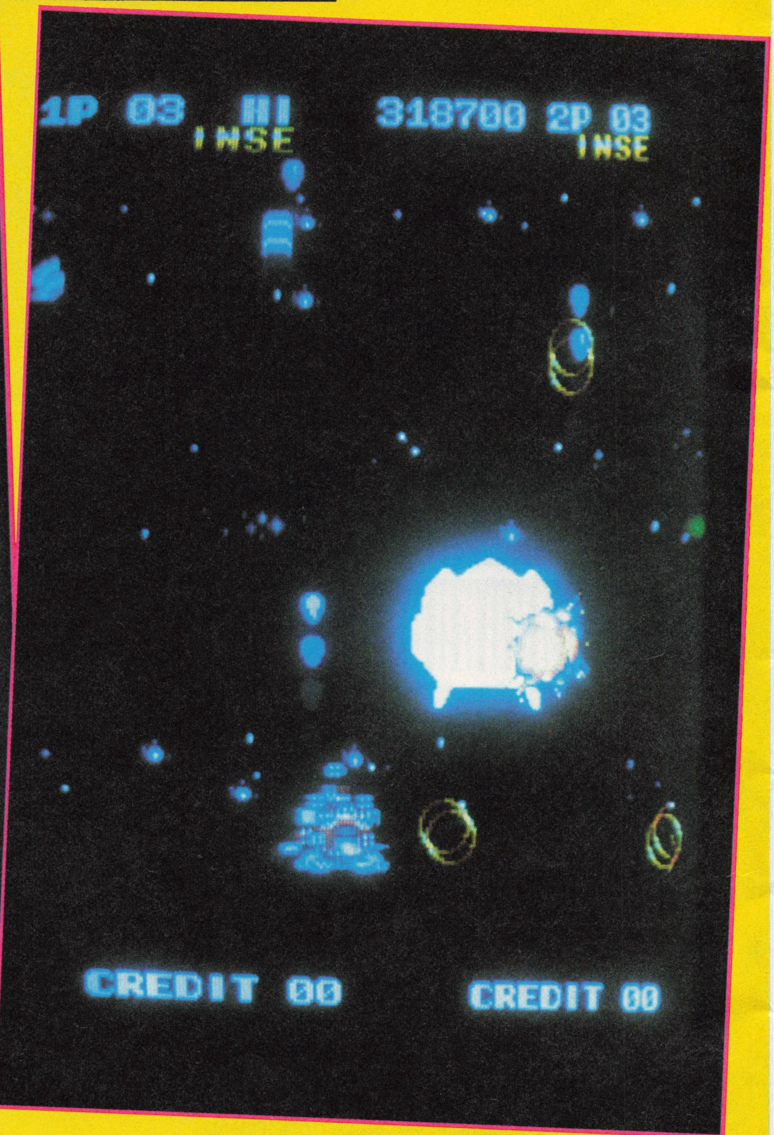
1P 03 HI 318700 2P 03
INSE
INSE
CREDIT 00
CREDIT 00

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1942
12,160,830 Graham Shaw, Loughton, Essex

AFTERBURNER
24,555,000 John Bristow, Erith, Kent

ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland

ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire

ASSAULT
335,550 Martin Deem, Portsmouth

ATOMIC ROBOKID
14,101,430 Symon Brown, London

BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk

BLASTEROIDS
2,539,740 EGG, Portsmouth

BOMBJACK
45,672,800 Gary Harrod, Poole

CABAL
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17,285,000 John Bristow, Erith, Kent

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345,700 Martin Deem, Portsmouth

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225 Jermaine Allen, London

DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs

DEMON WORLD
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DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland

DOUBLE DRAGON II
885,000 John Bristow, Erith, Kent

DRAGON BREED
996,450 Jamie Morse, Weston-Super-Mare

DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare

DYNAMITE DUKE
1,337,900 Gary Harrod, Poole

DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon

FINAL BLOW
1,364,220 Peter Amor, Clevedon, Avon

FINAL ROUND
11,945,600 Tim Walker, Brighton

FLYING SHARK
2,949,600 Gary Harrod, Poole

FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth

GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex

GALAXY FORCE
2,253,070 Tony Schrati, Reading, Berks

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79,950 Anthony Shilson (BUZ), Tiptree, Essex

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7,554,700 Simon Lennok, N Ireland

GHOULS 'N' GHOSTS
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GOLDEN AXE
265.0 Gary Harrod, Poole

HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth

HAUNTED CASTLE
368,220 Gavin Davis, Swansea

HELLFIRE
327,000 Julian Rignall (JAZ), Southend

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487,000 Michael Pearson (MP), Staiths, Cleveland

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MARBLE MADNESS
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NEMESIS
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OPERATION THUNDERBOLT
386,390 R G Porter (ROB), Lancaster

OPERATION WOLF
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ORDYNE
471,840 Alex Ware, Shenfield

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OUTRUN TURBO
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4,931,400 Tim Walker, Brighton

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9,999,990 J Stevens, Cranfield, Beds

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SPACE AC

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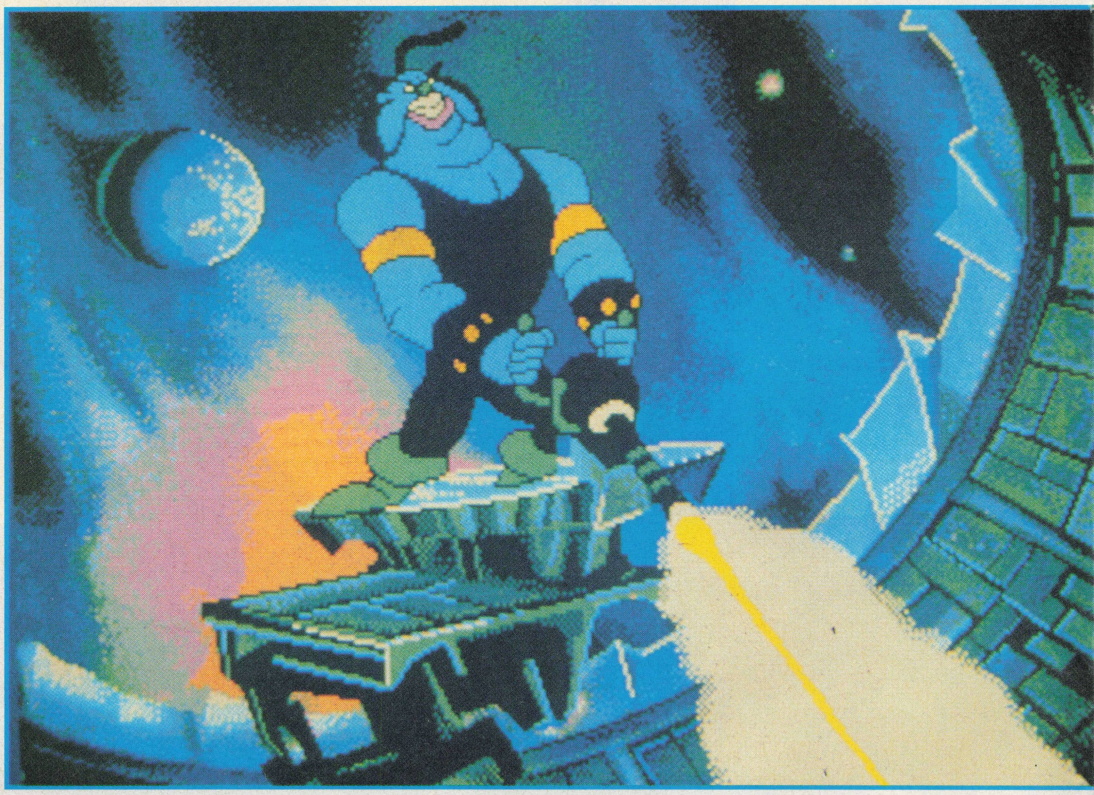
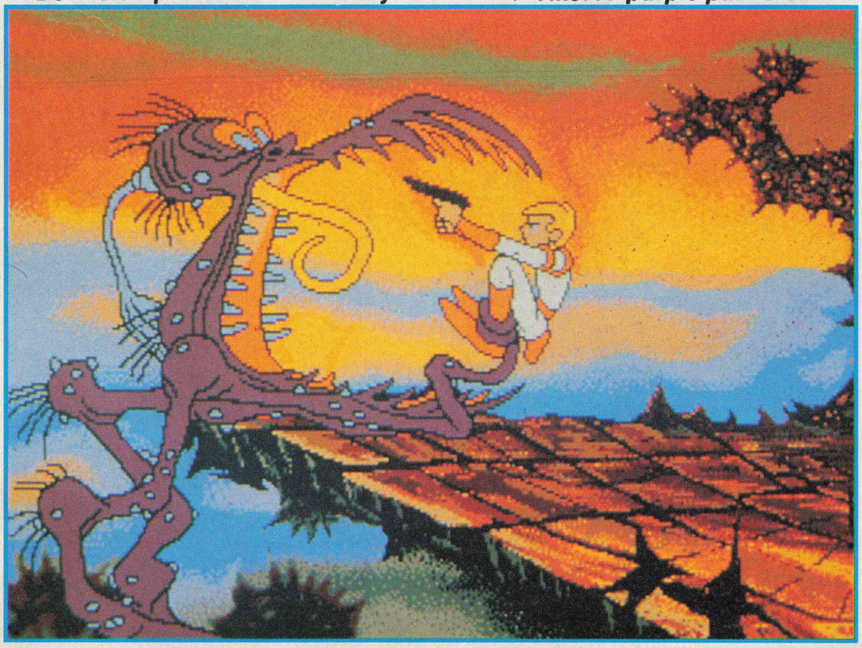
A mini-revolution occurred in the arcades during the early 80's when a chap called Don Bluth and coin-op giants Atari developed the Dragon's Lair coin-op, an awesome graphic extravaganza which used video-disk technology to give the player the impression that he was interacting with a cartoon show. It was very popular, and even though the technology was unreliable, Don Bluth developed a second laser game, Space Ace. By last year, computer technology had advanced enough to allow Dragon's Lair to be converted to the Amiga. Now Space Ace is here.

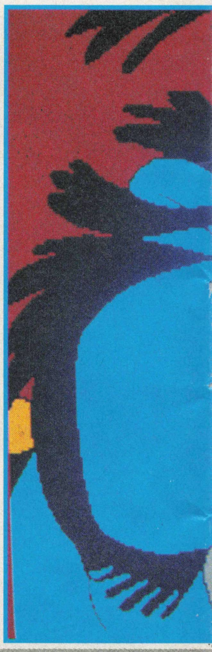
The first game was set in the mythical Dark Ages and starred a blonde, square-jawed hunk of a guy by the name of Dirk Daring. Space Ace, as you'll have guessed, takes place many years into



▲ *Borf lets rip with the infanto ray!*

▼ *Yike! A purple path creature!*





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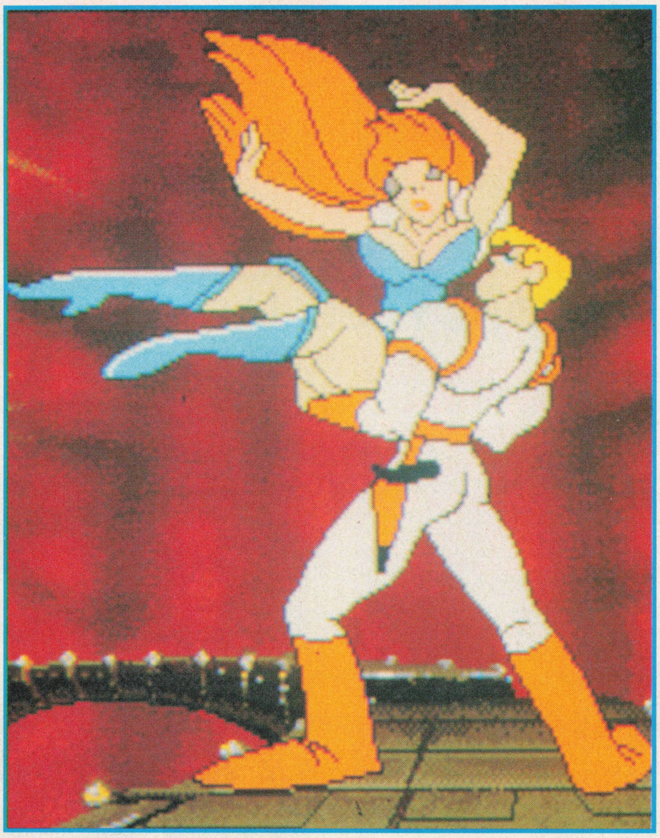


▲ *Hooray! Ace gets his girl!*

the future. Ace, the hero, and his girlfriend Kimberly are off to crush the tyrannical alien Borf and his gang of weird hench-things, when the big, blue baddie himself appears, whisks Kimberly off in his spaceship and blasts laser bolts at Ace.

That's where the game begins, with you reacting to Ace's movements in an attempt to negotiate 33 different scenes, rescue Kimberly and defeat Borf all at the same time.

Control is simple: at certain points in the game you have to choose an action for Ace by pushing the joystick in one of four directions, or pressing fire. The correct decision moves Ace on to the next piece of animation, while failure results in the loss of a life. Timing is critical too - the right move at the incorrect time also spells disaster. Successful completion of each scene adds extra points to your total, an extra life being awarded at every 10,000 points.

Dragon's Lair suffered from the fact that the gameplay was amazingly simplistic and that you could go all the way through the game in one sitting. Space Ace, unfortunately, is exactly the same, and in fact is even less challenging. It took me about 45 minutes to finish the game. And after that the appeal wanes.

The graphics may be awe-inspiring, the sound cannot be faulted, the amount of disks has even been cut down to four, from the original's six, and you don't need a megabyte expansion to run it on. But strip away the visuals, and you've got an unbelievably simple game. Just choose one of five directions at any crunch point and you either win or lose. Utterly pathetic.

Space Ace is an amazing computer demo. But at £44.95 it's scandalously overpriced.

PAUL RAND

UPDATE

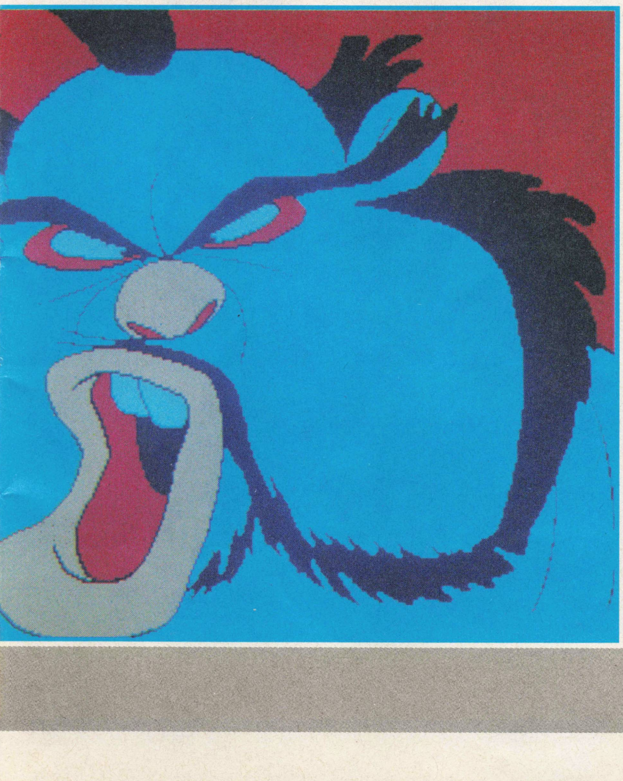
There is an ST version planned which will look, play and cost exactly the same as Space Ace on the Amiga.

AMIGA	£44.95
GRAPHICS	94%
SOUND	95%
VALUE	33%
PLAYABILITY	38%

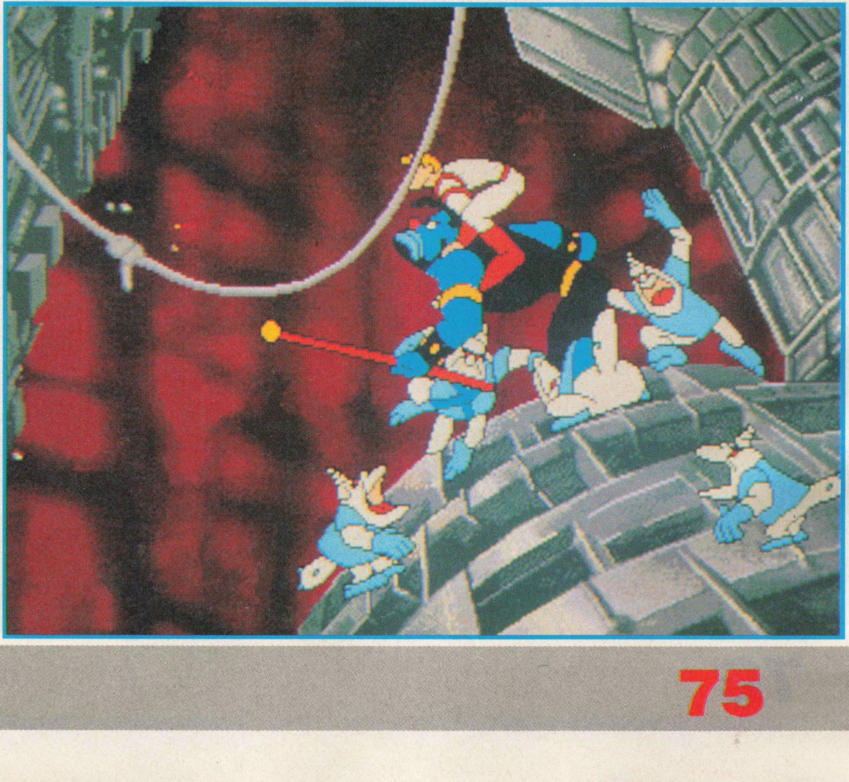
Cartoon-quality graphics and amazing sound make this a stunner to look at and listen to. But the gameplay is unbelievably poor, and it's possible to complete the game within an hour of purchase.

OVERALL	39%

▼ *"You cannot win!"*



▼ *Jump for the rope, Ace!*



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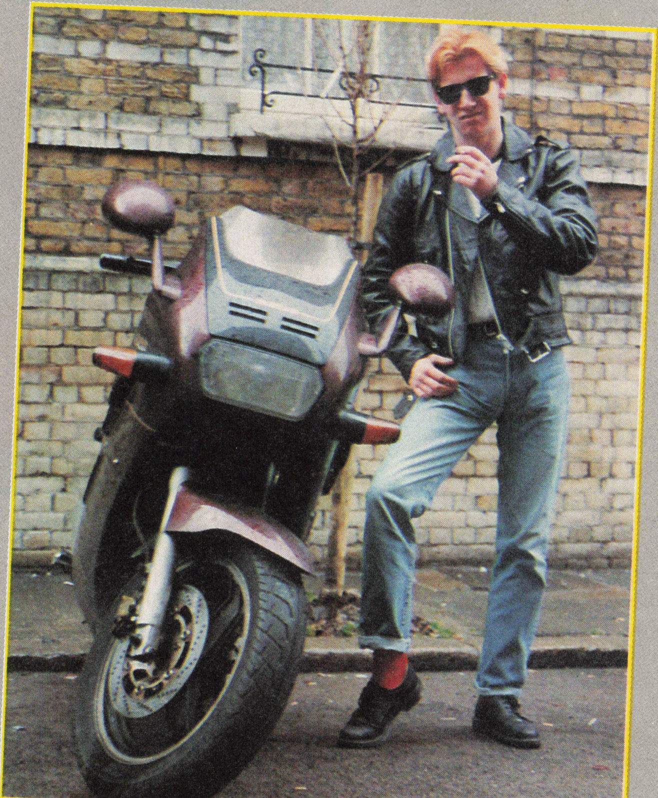
To celebrate the release of their new game The Cycles, those veterans of the 3D computer racing world Accolade are offering not one, but TWO lucky readers the opportunity to pull on this marvellous example of black cow-hide (that's leather to you) and pose around the streets, looking really hard, being the envy of his friends and stuff like that.

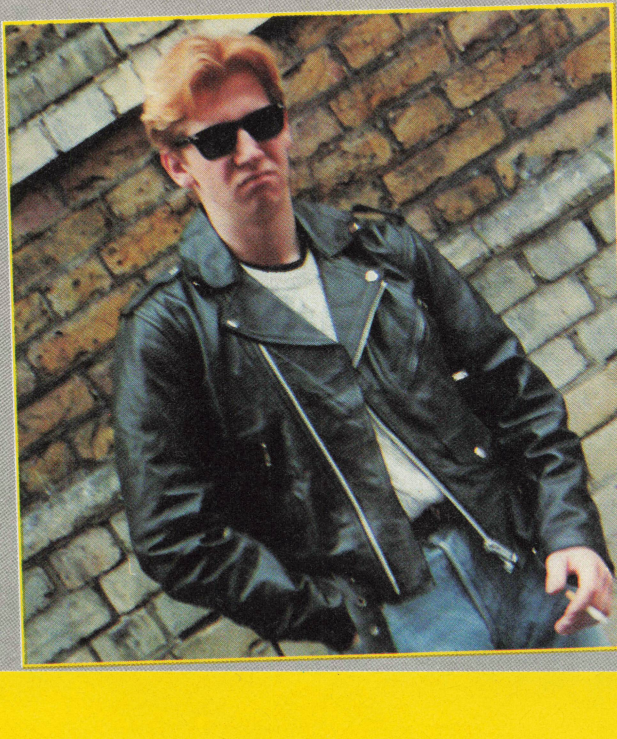
If you want to be in with a chance of picking up such a lovely first prize, or one of the 10 runners-up prizes of a rather natty Cycles T-Shirt, put your thinking caps on and answer the following questions:

1. Name five makes of motorbike.
2. In which film did the young Marlon Brando don his leathers and rip up the roads on a powerful motorbike?
3. Name one motorcycle with a top speed of over 150 mph.

Write the answers on a postcard or the back of a sealed envelope, stating your chest size (so we know what size clothing to send) and deliver your entry post-haste to: THE "COR! DON'T I LOOK LIKE JAMES DEAN IN MY GROOVY BLACK LEATHER JACKET" COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date for the comp is 20th February 1990, so get your answers in by then or you'll be spending the year wearing nothing but your tatty old Parka jacket.





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ADVENTU

Well, well, well. Three holes in the ground. Or is that an adventure column I spy with my little ear. Who knows the secret of the Black Magic box? Perhaps Keith Campbell does?

All those pressing problems that you puzzle over as you play through the game are what make a good adventure addictive. And when you finally complete it, all will have been revealed, and the game can be put aside with satisfaction.

Or can it? Some adventures have been known to end without all the problems having to be solved. Take the case of Ste Crickett of Burtonwood, who recently finished King's Quest I. In so doing he never did discover the name of the gnome on the bridge who asked him to guess his name. And now it's driving him mad - Ste still desperately wants to know the name of this little-known gnome!

Frank Dolmans is another addict of Sierra adventures, and he managed to complete Space Quest III in fifteen days flat without any help - no mean feat! But Police Quest II is a different story. Frank, trying to get inside the Smuggler's Inn, gets shot to pieces every time he kicks the door in!

I make a point of trying to answer every letter that arrives at the Helpline, but that's not always possible. Take Paul S, for example, having trouble with a drunken driver in Police Quest I. I wrote a reply, and was just about to address it, when I realised that his full name was not the only thing he'd failed to give. Somehow I don't think "Queensland, Australia" would find Paul S! So here's what to do with the drunk: Ask for the driver's licence, tell him to get out of the car, and smell his breath. Administer an FST test, handcuff him, read him his rights, and then get him into your car and drive him off to the jail.

A Mr X wrote a couple of months ago, asking how to pick up the stool in the clockmaker's in Jinxter. "Easy!" I told him, and went on to explain. Mr X wasted little time in writing back to complain! "I beg to differ that my problem was an easy one! Your response may be the correct answer, but this can, of course, only be done if one actually possesses the relevant charm, which unfortunately I do not." Which just goes to prove that what you think is holding up your progress may not be the real problem at hand. So if you write in for help, make sure you list all the things you know that you can't do or haven't obtained.

ROLE CALL

Placing an eye in the Mad God, as suggested in the November issue, did not help Paul Stephenson of Finchley to enter the first tower in Bard's Tale. Paul would like to know exactly what to say to the priest, and also how to find the gates in the sewers, which are eluding him. Jesper Kallesoe of Randers in Denmark, has mapped the first sewer in Bard's Tale I, but found nothing of interest. Has he missed something? Jesper is also seeking the words he should say to the priest in the Mad God's Temple. And in general, Jesper wonders if there are any places he can go to score a decent number of experience points and collect a worthwhile amount of gold?

You want gold my boy, you shall have it! Here is a way to get it that may make you wish you'd never asked! Go to the bank and list the accounts, and you should find one with just asterisks in it. Close it and you'll get one billion gold pieces - enough to make you popular at the inn for the rest of the game! Thanks to Jason Watson of Wellington, New Zealand for this outrageous swindle!

Meanwhile, Kevin Thompson of Lanarkshire is very close to finishing Bard's Tale. It is only the whereabouts of the Silver Circle that is holding back. Who can help him polish it off?

Jan Farmer believes he was one of the first players in the UK to complete Pools Of Radiance after its release here. And he has some info on the Tyranthraxus! The one in the SE corner of the hedge maze is a human imposter. Go to the NW corner, and into the room where earlier you may have found a priest. Walk through the south wall - it is an illusion.

Jan disagrees with Jim Laver, who last month told us he thought the vampire had died before the start of the game. So for Patrick Halm and anyone else still looking for it, go to the NE corner of the graveyard. "If you beat him there, he flees to the cross-shaped building. You can kill him there, too," says Jan.

Finally, Jan says that the Kobold colony will be found by looking at Journal Entry 28.

WRITE IN

Help welcomed and dispensed here! Write to me at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, about Adventures and Role Playing Games. If I haven't got a ready answer to write back to you, there's thousands of readers out there who are just waiting to help you!

HOME GROWN

It is my practice not to include reviews of home grown adventures that are of poor quality, and thus, when about a year ago I received a copy of an adventure entitled Dead End, written by Martyn Westwood, I returned it to him. There were a couple of basic faults with the way the game worked, and I enclosed some suggestions that might make it more playable.

Thinking it was unlikely I would hear any more of the game, I was slightly surprised when it resurfaced just a few weeks ago. And on playing it, I was amazed!

RE

From the sort of game adventure enthusiasts would contemptuously switch off after just five minutes of play, Martyn has turned Dead End into a highly playable adventure, full of atmosphere.

Inspired by the 1944 RKO film Farewell My Lovely, the game has all the atmosphere of an old black and white private eye movie, particularly on the ST version, which includes digitised stills from the film itself. There are other differences between the versions, too, notably the much faster response time on the ST (even when displayin graphics), and in the structure itself. For example, on the 8 bit versions your gun is in your inventory at the start, whilst on the ST, you must pick up your raincoat (non-existent on 8 bit) to reveal your holster with gun in it underneath.

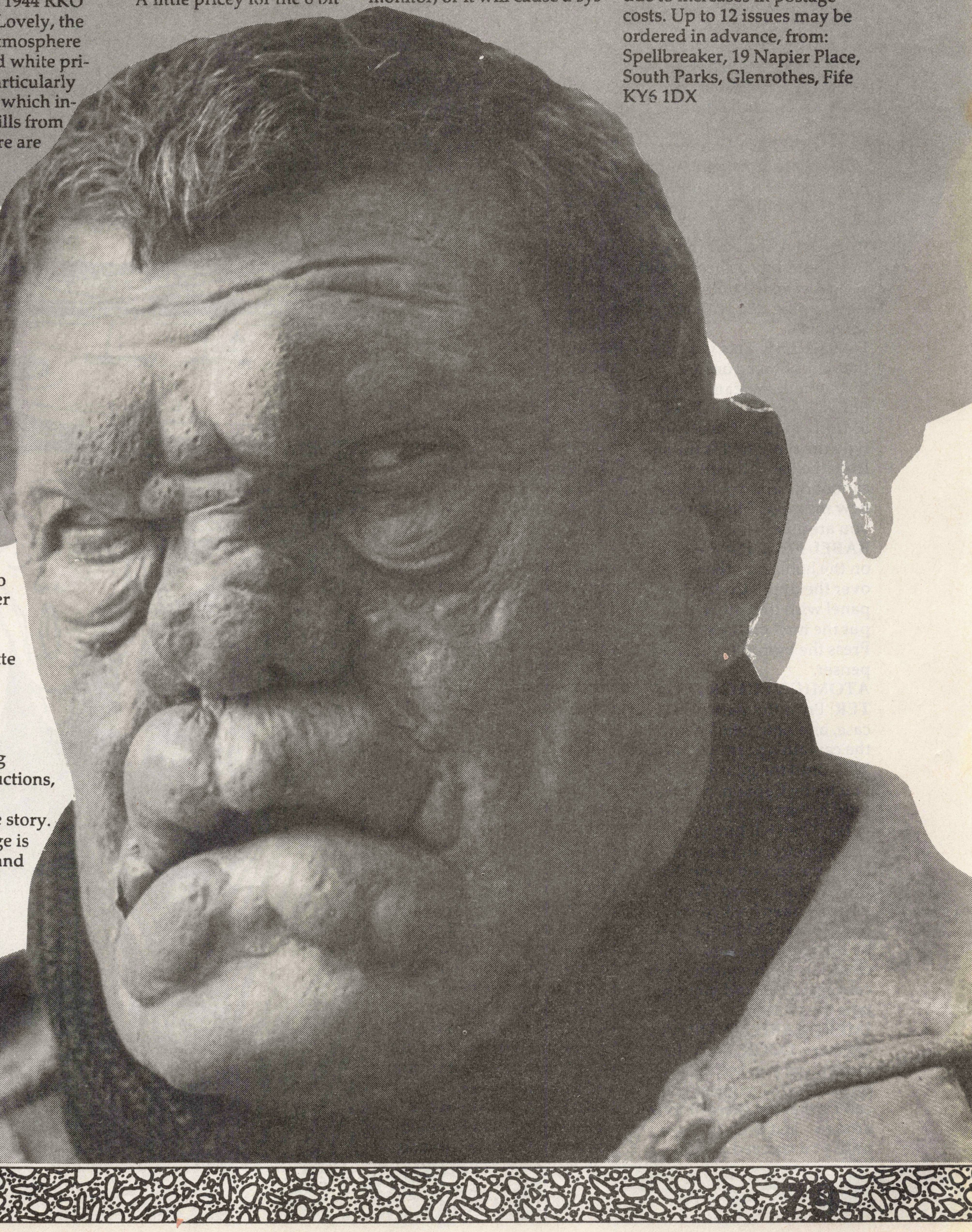
With the cassette or disk comes a professionally printed handbook with glossy cover, containing loading and playing instructions, together with the background to the story. The whole package is so well executed and presented, that in happier times for the adventure market, Dead End would undoubtedly have been snatched up by a publisher and be on sale in the shops. As it is, Martyn has set up his own company, Interactive Technology, through which to sell the game. And already two more titles are planned: A Dark Sky Over Paradise, and the first of a fantasy series, Doom, due in March.

A little pricey for the 8 bit versions, but superb value for what you get on the ST, Dead End is available on cassette for 48k Spectrum, Commodore 64, at 7.95, and on disk for Atari ST at 9.95. Order by mail direct from Interactive Technology, PO Box 146, Sheffield S13 7TY.

Note: The ST version comes on double sided disk. It MUST be run from Drive A, and the computer MUST NOT be connected to a hi-res monitor, or it will cause a system crash when executed. If you have an internal single sided drive plus an external double sided drive, you will not be able to run the game without a utility that enables Drive B to become Drive A.

SPELLBREAKER

The price of Spellbreaker, the adventure fanzine mentioned last month, has had to be increased to 1.50 due to increases in postage costs. Up to 12 issues may be ordered in advance, from: Spellbreaker, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX



CLUES A Z

More or less all you need to solve Hitch Hiker's Guide To The Galaxy, in more or less the right order...

BULLDOZER: Lie down in front of it to stop it advancing. Ignore Prosser's yelling, and wait until Ford Prefect arrives.

PUB: Drink the beer three times, and buy a cheese sandwich. Leave the pub and feed the yapping dog with the sandwich.

DARKNESS: This is a puzzle that links other puzzles throughout the game. Type SEE, HEAR, TASTE, FEEL, SMELL, in turn. Finally, retype the sense that is missing from the list of things you cannot do, and you will get a new message. Then do what you are able.

BABEL FISH: Put the gown on the hook, and the towel over the drain. Cover the panel with the satchel and put the mail on the satchel. Press the button on the dispenser.

ATOMIC VECTOR PLOTTER: Press the switch by the case, and note which word of the captain's poem you need. Wait until the guards take you to the Captain, and wait until he has read four lines of verse. Then tell him you enjoy poetry, and he will begin the second verse. Note the word you need. When you are taken back to the hold, enter: TYPE followed by the required word enclosed in double quotes. The case will open and you can take the plotter.

IMPROBABILITY DRIVE: Go there, LOOK, and take everything you see. Ignore messages that suggest you can't either get there or look around - just keep trying until you succeed.

TEA SUBSTITUTE, THE PLOTTER, AND THE DRIVE: Press the pad on the Nutrimat to get the tea substitute. Insert the small plug on the drive into the small receptacle on the plotter. Put the dangly bit into the cup, and press the switch.

BUGBLATTER BEAST: When it asks your name say "Arthur" and go east. Put the towel over your head to confuse it into thinking it can't see you. Carve "Arthur" on the stone. On reading this, the beast will think he has already eaten you, and proceed to sleep his meal off.

COUNTRY LANE: Give the towel to Arthur who is lying down in the road. He will refuse to take it. Go to Prosser and tell him to lie in the mud, Go to the pub, and buy peanuts and beer. Drink beer, and tell Arthur to drink beer. Give him the satchel fluff.

THE PARTY: Drink the liquid, open your handbag, and examine Arthur. There is a piece of fluff clinging to his jacket - take it and put it in your handbag, then wait until Phil takes you away.

SPEEDBOAT: Steer the boat towards the spire, take the toolbox, and examine the seat. Look under the cushion and take the key and the fluff. Go to the dais, and wait until Trillian grabs you. When the guards rush up to shoot, tell them to drop their rifles, take the blaster from Trillian, and shoot the rifles.

MICROSCOPIC SPACE FLEET: Get the awl and listen to the conversation. When you are put in the maze, continue south until you reach the particle. Take it - this is common sense.

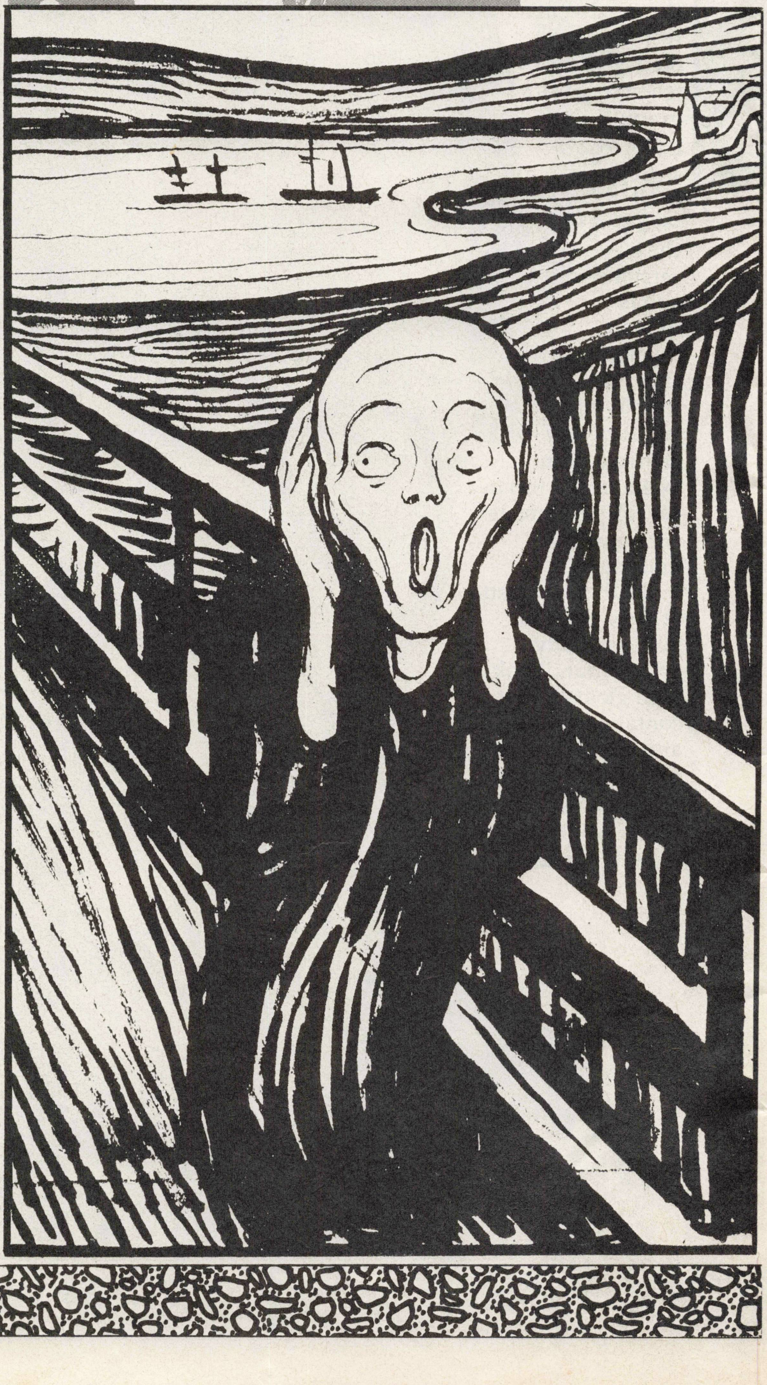
REAL TEA: Go to the nutrimat and open the panel at the back. Get the board and insert the interface, then press the pad. The nutrimat is now totally occupying Eddie, the on-board computer. When the missile attack starts, insert the large plug into the large receptacle, and press the generator switch. Return to the nutrimat where there should be tea in the slot. Take tea and no tea, return to the bridge and remove the dangly bit from the tea substitute and put it in the tea.

WHALE: When you feel a warm squishy liquid while you are in the dark, drink it to get to this puzzle. You are in a sperm whale, by a flowerpot. Get it, and plant each bit of fluff in it. Put the flowerpot into the thing your Aunty gave you, and put the thing in your pocket.

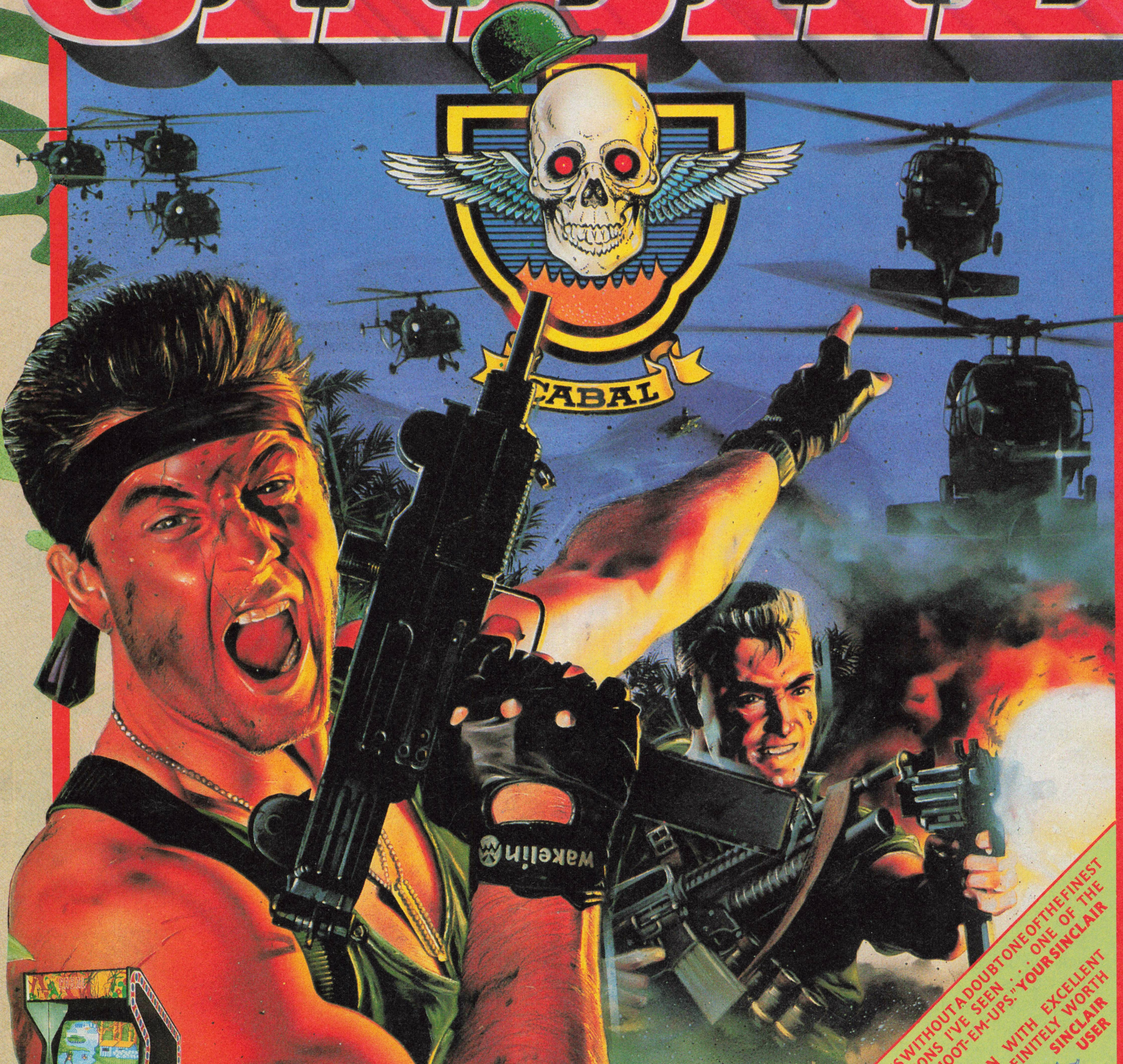
FLUFF TREE: Soon there will be a small plant growing in the flowerpot. Go into the sauna, and it will grow. Examine the plant and get the fruit. It is the fruit of foreknowledge - eat it and you will be told which tool Marvin needs to unjam the hatch. Take it.

SCREENING DOOR: It is possible to open the door if you are carrying both tea and no tea, and have removed common sense from the maze. Drink the tea to ward off the waves of depression coming from Marvin, and go west. Ask Marvin to open the hatch.

HATCH: Drop everything except the required tool, go east, down, and east, and wait for Marvin. Give him the tool he asks for, and he will open the hatch in three tenths of one second. To complete the adventure, go west, and then down through the hatch.



CABAL



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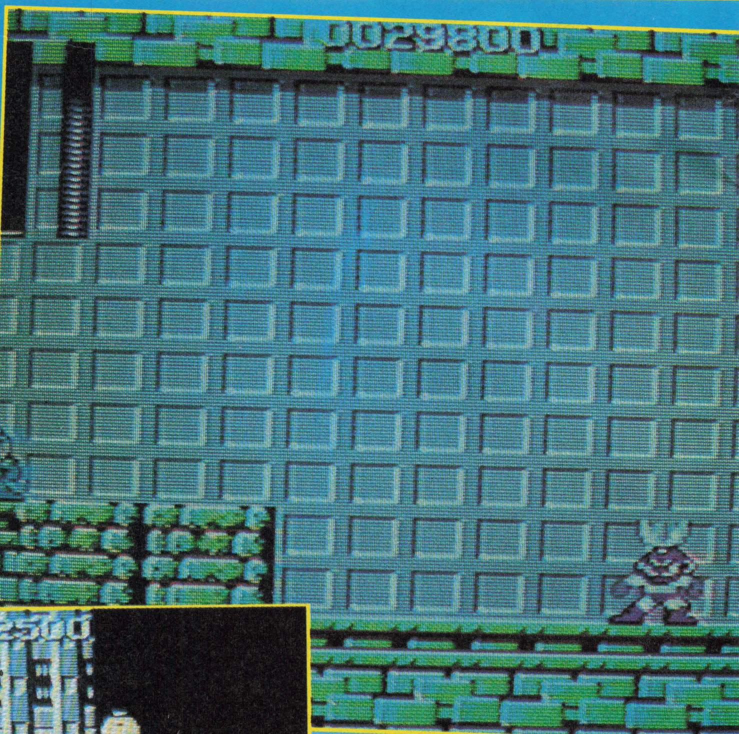
MEAN MACHINES



MEGA MAN

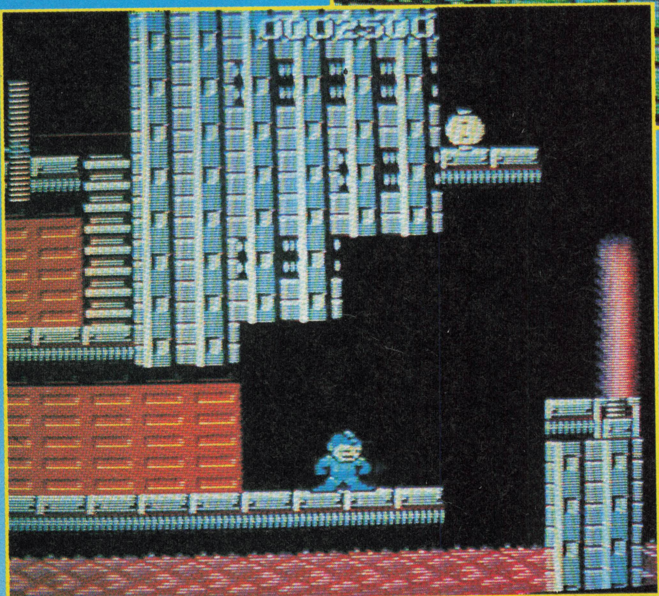
BY NINTENDO

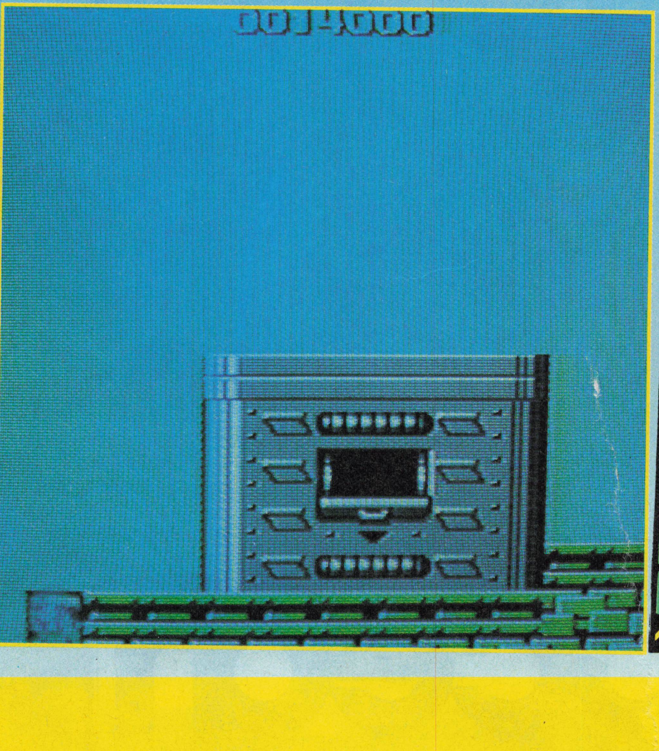
When six evil and dastardly villains are all planning to take over the Earth, who're you gonna call? Not the Ghostbusters, that's for sure - Mega Man is the guy you dial. He's the hardest hard man in the entire Universe...

The six baddies are Cutman, Gutsman, Iceman, Elecman, Bombman and Fireman, and each lives deep in his own extremely well-guarded scrolling platform world. And it's into these which Mega Man must travel alone, armed only with a gun.

Each World has a theme pertaining to the character who lives there - Iceman, for example, is found in a cold world of slippery platforms and freezing baddies, while Bombman lurks in a world of walking bombs and guns! All the worlds are infested with baddies who attempt to wear away Mega Man's energy bar, and if it's depleted three times, the game ends.

And this happens quite a lot, because Mega Man is one tough game - much harder than the Mario games, for example. There are simply loads of horrible hidden traps, tons of very aggressive creatures and, at the end of each level, the big baddie himself. But although the game is very hard, it's also very addictive, and you come back to it time and time again for "just another go" - it's kept me up until the early hours for quite a few nights running!





If you're after a challenging and very addictive platform game, look no further than this - it's mega, man!!

JULIAN RIGNALL

C+VG HIT!

NINTENDO	£29.99
GRAPHICS	88%
SOUND	87%
VALUE	84%
PLAYABILITY	92%

Not a game for novices. Mega Man is a tough and uncompromising, yet highly addictive platform game which requires very good gaming skills and lightning reflexes. It's not one you'll complete overnight.

OVERALL	89%

WIZARDS & WARRIORS

BY NINTENDO

Wherever you go, there's always a damsel in distress, coveted by evil ogres and demons. The world of Wizards and Warriors is no exception - a gang of demons has captured all the king's princesses and now holds them captive in the over and underworlds.

Playing a knight who can control magic, you set off to the rescue. Each area is full of eldritch creatures, all out to reduce your energy and eventually kill you. Shoot them and they sometimes leave behind coins (for points) or magic gems (for special, temporary powers). At the end of the stage, you face a huge creature such as a Skull or a cavern full of bats: defeating them releases the damsel from bondage and sends you onto the next area.

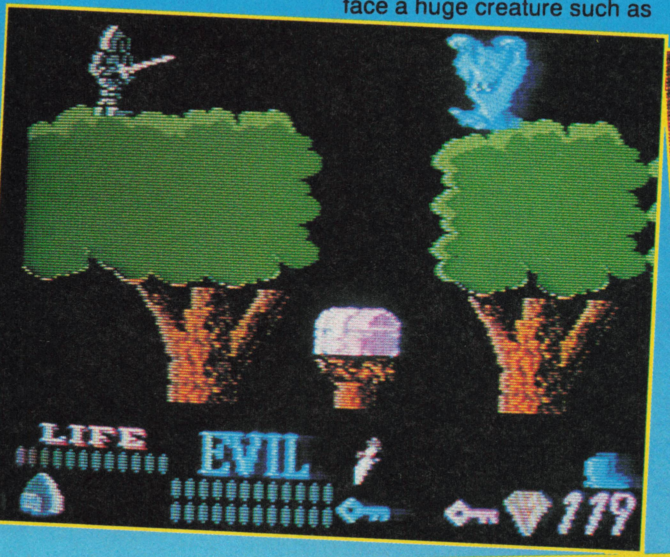
Red, blue and brown keys are vital to success: they open corresponding chests and doors. In the chests you either find gems (worth loads of bonus points when you complete a level) or magical items, which you need to progress.

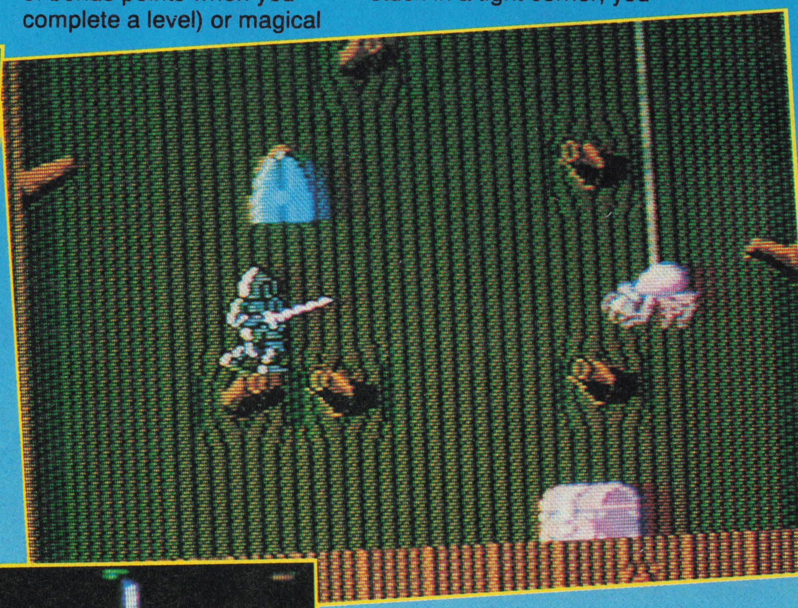
These include a Wand of Wonder (ring of flames), Shield of Protection, Potion of Levitation (handy for reaching parts other potions cannot reach) and Boots of Lava Walk - necessary for Level Three.

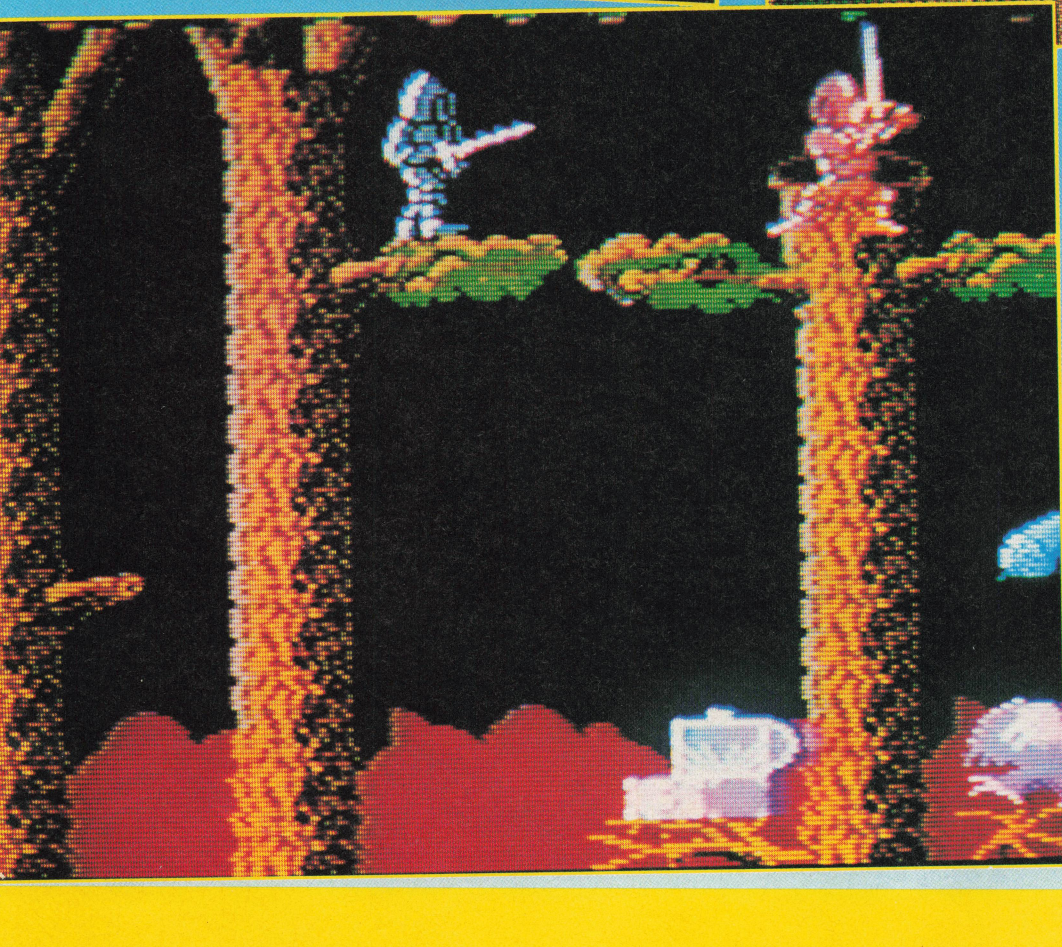
Wizards and Warriors is a very simple platform game with some neat extras bolted on. Just when you think you can't get any further or you're stuck in a tight corner, you find the solution and you're off again. The only problem is that it can become repetitive, and all the levels are similar in style, if not in graphics.

Worth a look if you're into platform games, but Mega Man is much tougher and has more lasting appeal.

JULIAN RIGNALL







NINTENDO	£29.99
GRAPHICS	78%
SOUND	76%
VALUE	74%
PLAYABILITY	79%

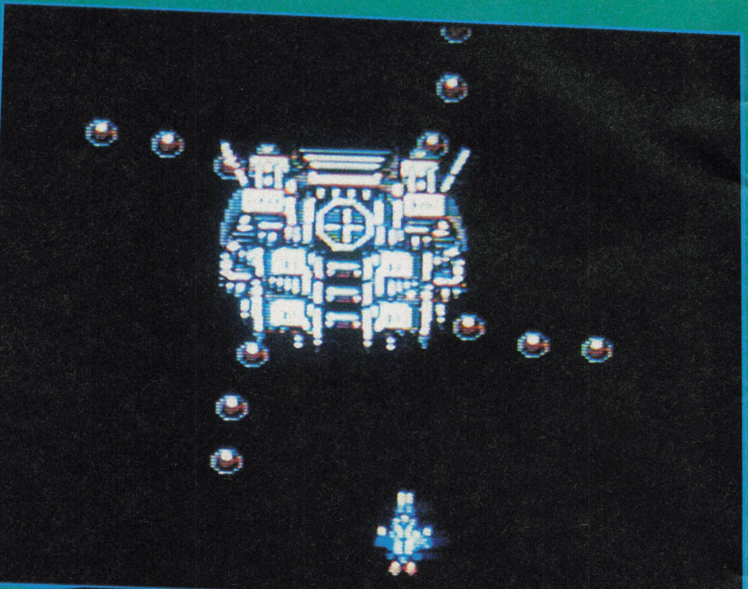
An enjoyable platform game with a very large playing area. It's great fun at first, but the gameplay's not very varied and its appeal wanes after a while.

OVERALL	74%

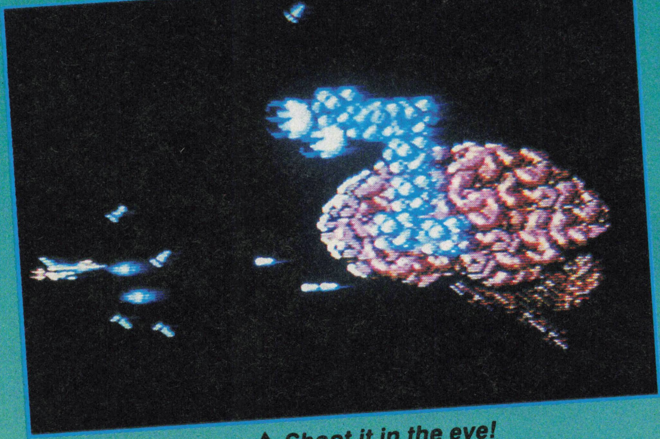
MEAN MACHINES

LIFE FORCE

BY KONAMI



▲ *He's heavily "armed" (!)*



▲ *Shoot it in the eye!*

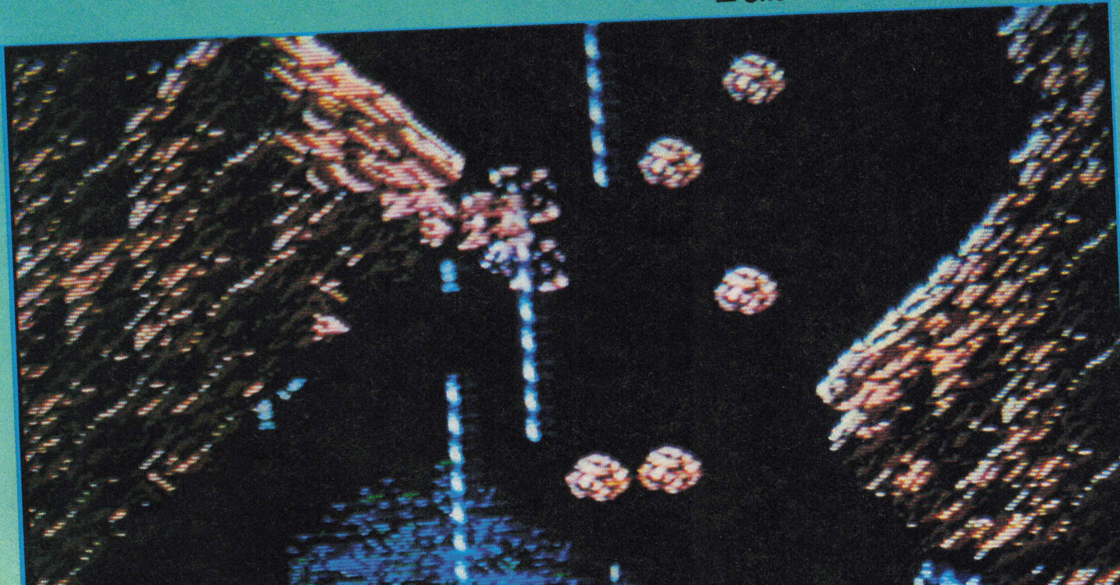
Life Force, better known in Britain as Salamander, is a brilliant one or simultaneous two-player shoot 'em up which features three horizontally and three vertically scrolling levels.

Waves of enemy ships head toward you from the outset, and each time a squadron is eliminated, a power pod is deposited which, if picked up, adds to the player's arsenal. Items on offer include lasers, missiles, speed-ups and drone craft, and they're all needed when you're up against the likes of cosmic stalactites and stalagmites, volcanoes with lava arcing through space and alien growths which swing like pendulums, threatening to crush little old you into a pancake.

And of course there's plenty of very nasty end of level baddies to keep you on your toes...

Life Force is a brilliant conversion of the Salamander coin-op, with loads of things on-screen almost all the time, and no drop in speed. The blasting action is on a par with the original, almost to the point of attempting to ram a couple of ten pees into your machine when you die. Shoot 'em up fans shouldn't miss it.

PAUL RAND



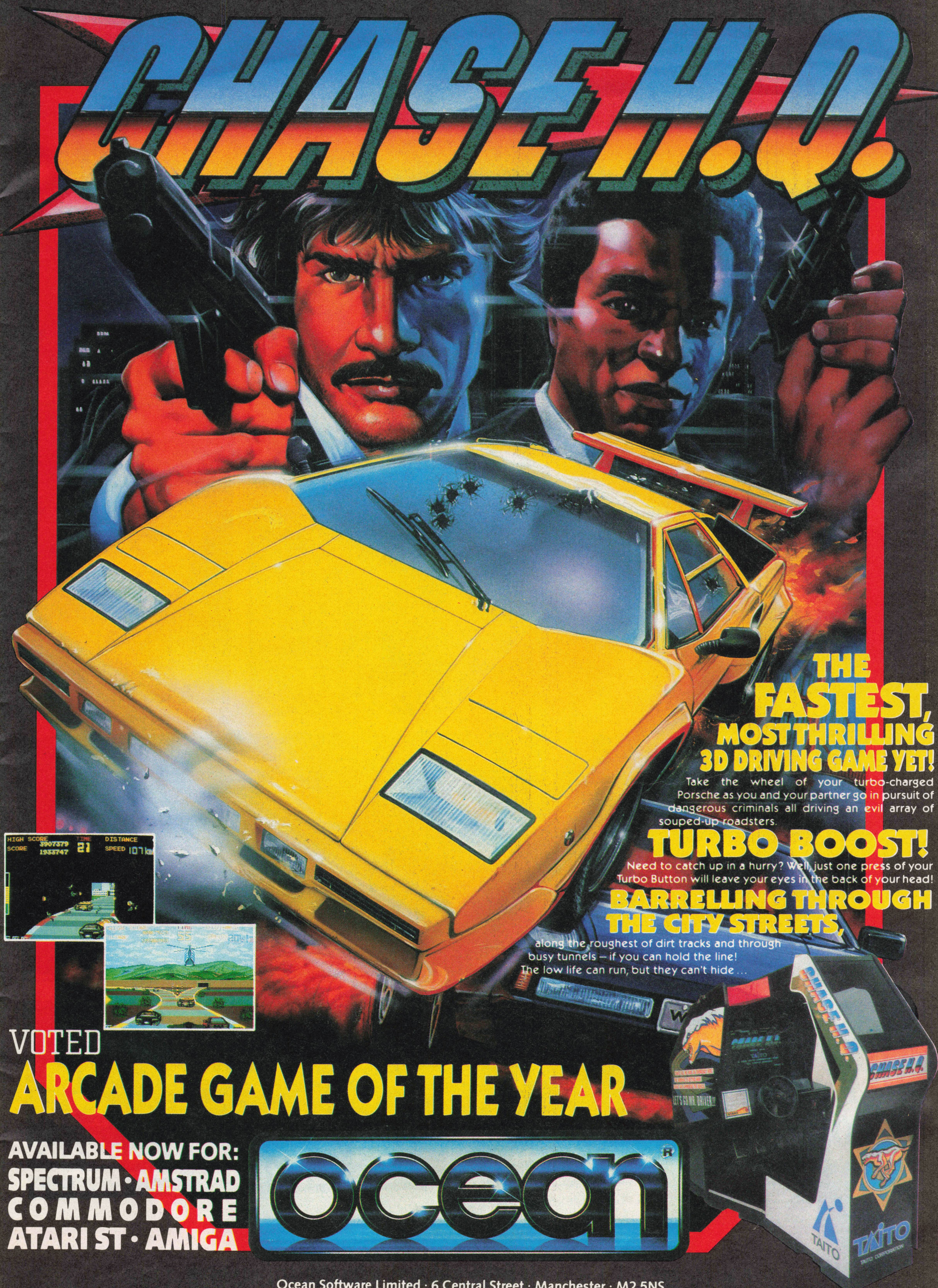
▲ *Using the force, two options and double lasers.*

NINTENDO	£29.99
GRAPHICS	86%
SOUND	84%
VALUE	85%
PLAYABILITY	87%

One of THE shoot 'em ups makes its Nintendo debut, and how. Classic action and great graphics put Life Force up there with the best of 'em.

OVERALL	87%

CHASE H.Q.


HIGH SCORE 3907379
SCORE 1933747
TIME 21
DISTANCE
SPEED 107km
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CHASE H.Q.
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MEAN MACHINES

TRACK & FIELD II

BY NINTENDO

Track and Field appeared in the arcades about five years ago and was one of those coin-ops in which you hit the buttons as fast as you can to make your on-screen athlete run, jump or throw. Track and Field II is the follow-up, but as well as lots of button-bashing, some skillful tactics are also required.

There are twelve different events in all: fencing, triple jump, freestyle swimming, high dive, clay pigeon shooting, hammer throw, taekwondo (arm wrestling), pole vault, canoeing, archery, hurdles and horizontal bar, and each requires a different approach.

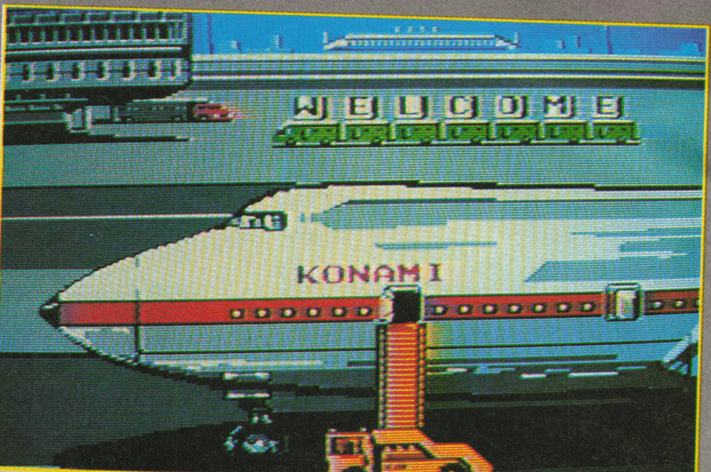
At the start of the game one of three modes of play can be selected: Training, which lets the player practice events, and Olympic in which the player embarks on a full Olympic tour, with the option to choose which country he wishes to compete for. All events have a qualifying time or score, and failure to qualify on enough events on a particular day results in the end of the game.

Finally, there's Versus, where two players are given the opportunity to participate in the two-player events of taekwondo and fencing without the hassle of entering the Olympics or the annoyance of being thrown out of the game in Training should either player lose.

Track and Field II combines large, brilliantly animated sprites and well-drawn backdrops and great playability to produce one of the best console sports simulations around. The twelve events are varied and offer plenty of challenge and addiction - you constantly return to it to see if you can break your records. If you're a sports fan, you'd be a nutter to miss this.

JULIAN RIGNALL

C+VG HIT!

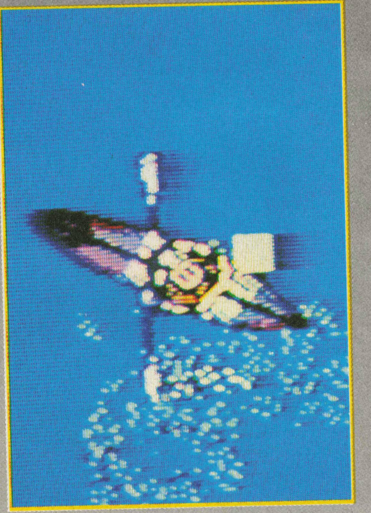


▲ *The competitors arrive at the airport.*

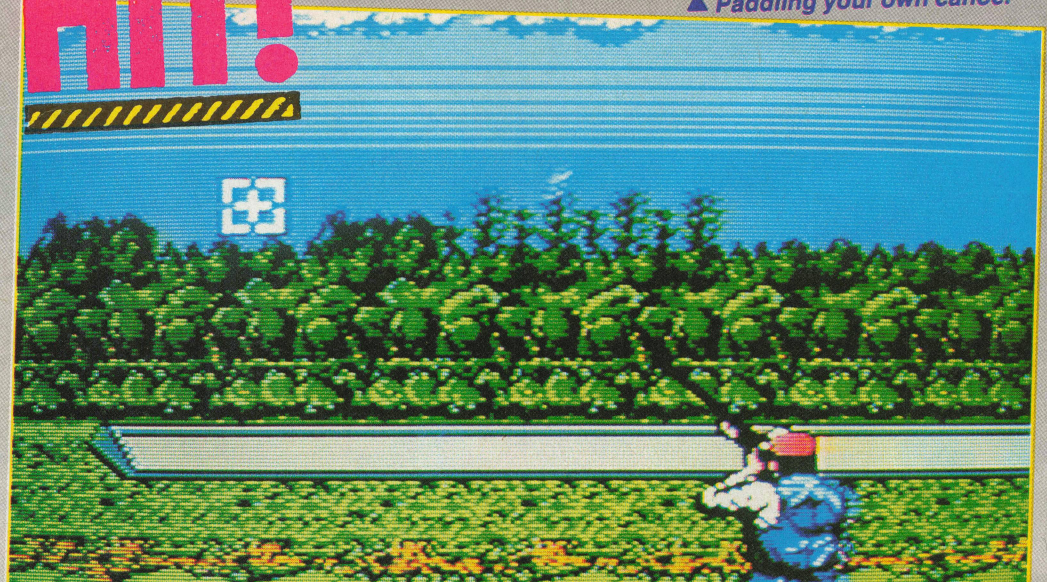
NINTENDO	£29.99
GRAPHICS	91%
SOUND	88%
VALUE	89%
PLAYABILITY	94%

Great to look at and even better to play. Combining twelve great events and brilliant visuals, this sports simulation is a winner all the way.

OVERALL	92%



▲ *Paddling your own canoe.*



▲ *A marksman on the "Pull!"*

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MEAN MACHINES

MR HELI

BY IREM

Mr Heli is a fat, orange helicopter with short, chubby legs. He gets his kicks in life by flying around his world, liberating each country he enters and collecting loads of crystals on the way. So imagine his delight when, courtesy of Irem, he's given the opportunity to do just that in a fab conversion of the coin-op machine.

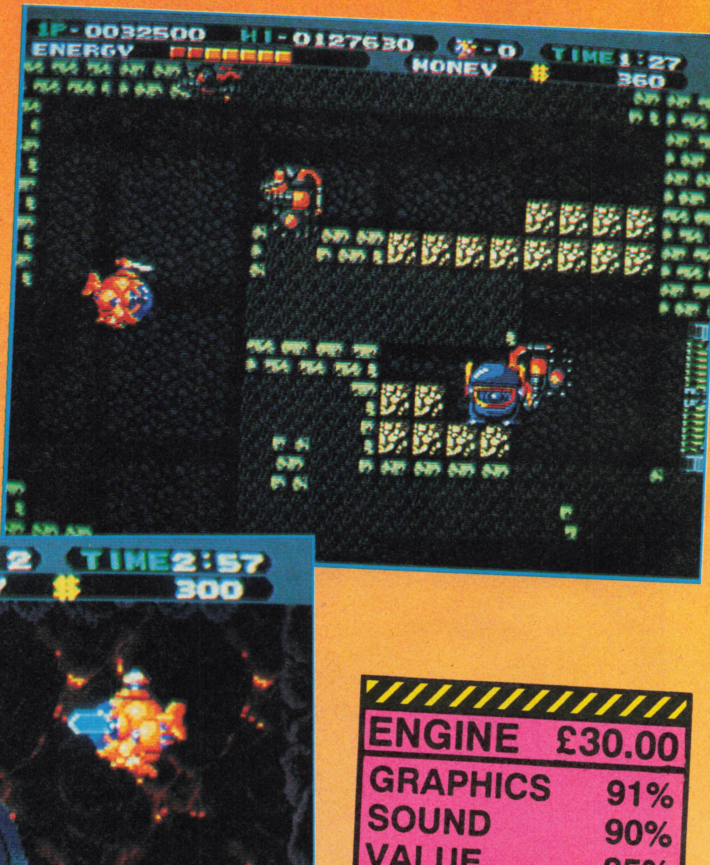
The multi-directional scrolling levels which make up the six countries in Mr Heli's world are inhabited by manic machines, controlled by a big metal contraption at the end of each stage, and all of them are gunning for our happy helicopter's blood (or should that be petrol?) in the hope that they can defeat him before he reaches their masters. Should they fail, the big lads themselves are all heavily armed and waiting to deal a fatal blow to the chubby chopper. Although Mr Heli begins with only a weedy single-shot gun, one missile tube and a few bombs, more powerful weapons can be bought at vending machines situated throughout the levels, using money gained by picking up the crystals which are hidden inside the disposable scenery.

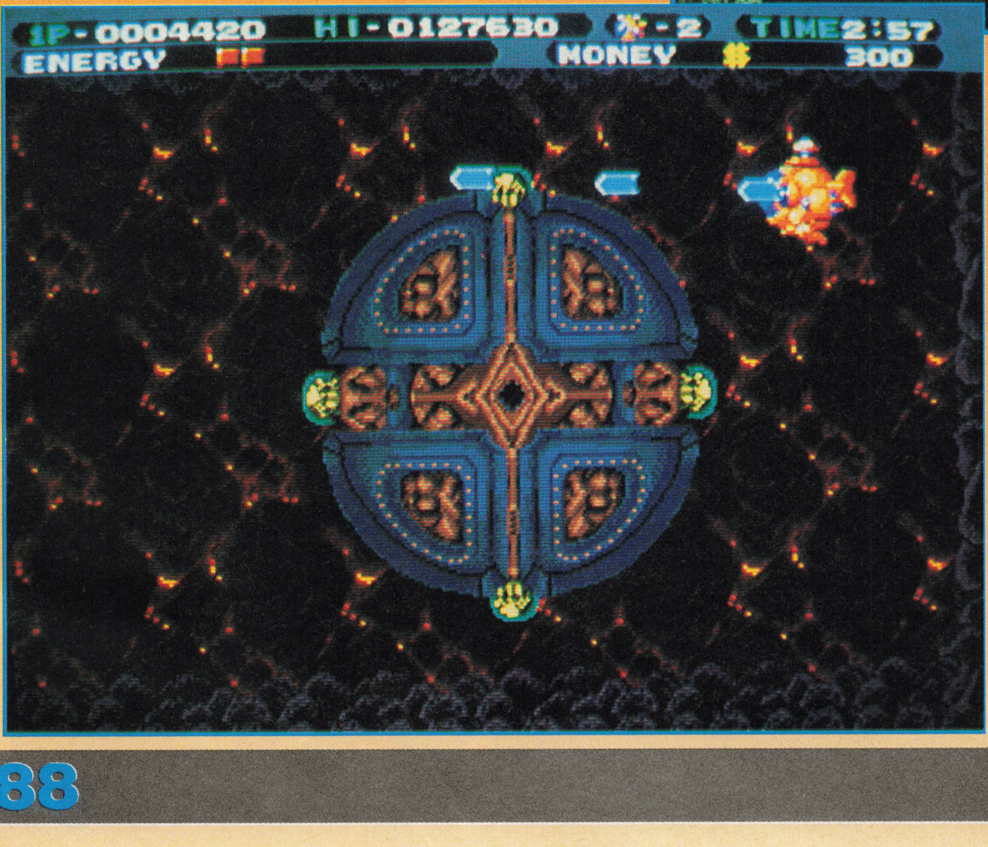
If you enjoyed playing Mr Heli in the arcades, then hesitate not in purchasing this accurate Engine conversion of the game. Mr Heli and all his adversaries are nothing short of pixel perfect, compared with their arcade counterparts, and all of them are animated superbly. Music and sound effects are all tip-top too. Playing the game demands high levels of concentration, joypad-deftness and first class arcade skills, as the baddies keep you on your toes from beginning to end, and some of those end of level guardians are a real pig to defeat!

The PC Engine comes up trumps yet again with a corker of a conversion in Mr Heli. It's a difficult game, but one which you'll find almost impossible to leave alone until you get to the very end - a task which will take a long time, believe me.

PAUL RAND

C+VG HIT!





ENGINE	£30.00
GRAPHICS	91%
SOUND	90%
VALUE	85%
PLAYABILITY	85%

Absorbing shoot and collect 'em up action as you guide the cute Mr Heli through a brilliantly converted version of his coin-op exploits. Snap it up if this is the sort of game which appeals to you.

OVERALL 89%

COBRA TRIANGLE

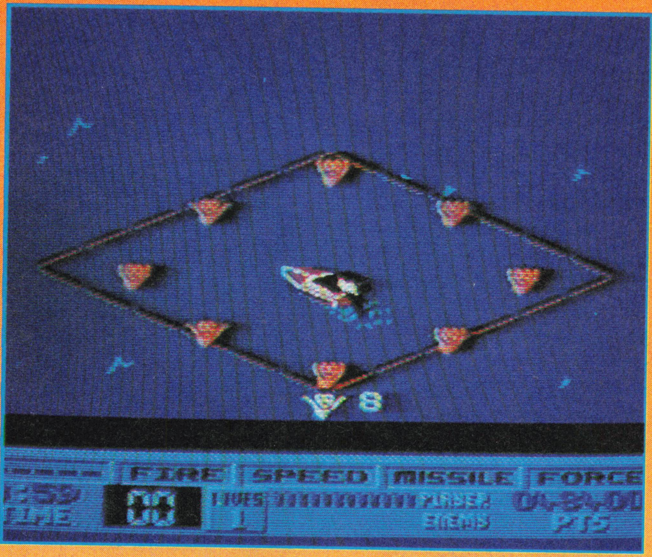
C+VG HIT!

BY NINTENDO

COBRA
TRIANGLE

Ever wanted to take to the water in a mega-powerful speedboat, armed with an on-board cannon and missile launcher, and blast everything out of the way? If so, Cobra Triangle is the game for you.

It's a multidirectionally scrolling 3D forced perspective game with 25 different levels, varying from racing sections and target shoots to defusing mines and rescuing swimmers from being towed away by enemy ships!



First up is a twisting river down which you must race. There are other boats on the water, which can be blasted out of the way, and also power-up pods which can be picked up to give extra speed, missiles, faster shots, shield or turbos.

Finish that and there's a bonus stretch of the river to negotiate: jump over ramps to collect suspended add-ons and mystery extras before the timer runs out.

Next is mine defusing, where four mines, guarded by an enemy boat have to be dragged to a detonation area and exploded within a time limit. Fail and you lose a life. Then there's defending swimmers in the middle of a lake from marauding enemy boats. The boats attempt to tow the swimmers away them away; blast them before they reach the side of the lake and tow the swimmers back to the middle and they're alright - let the enemy reach the bank and that swimmer is lost.

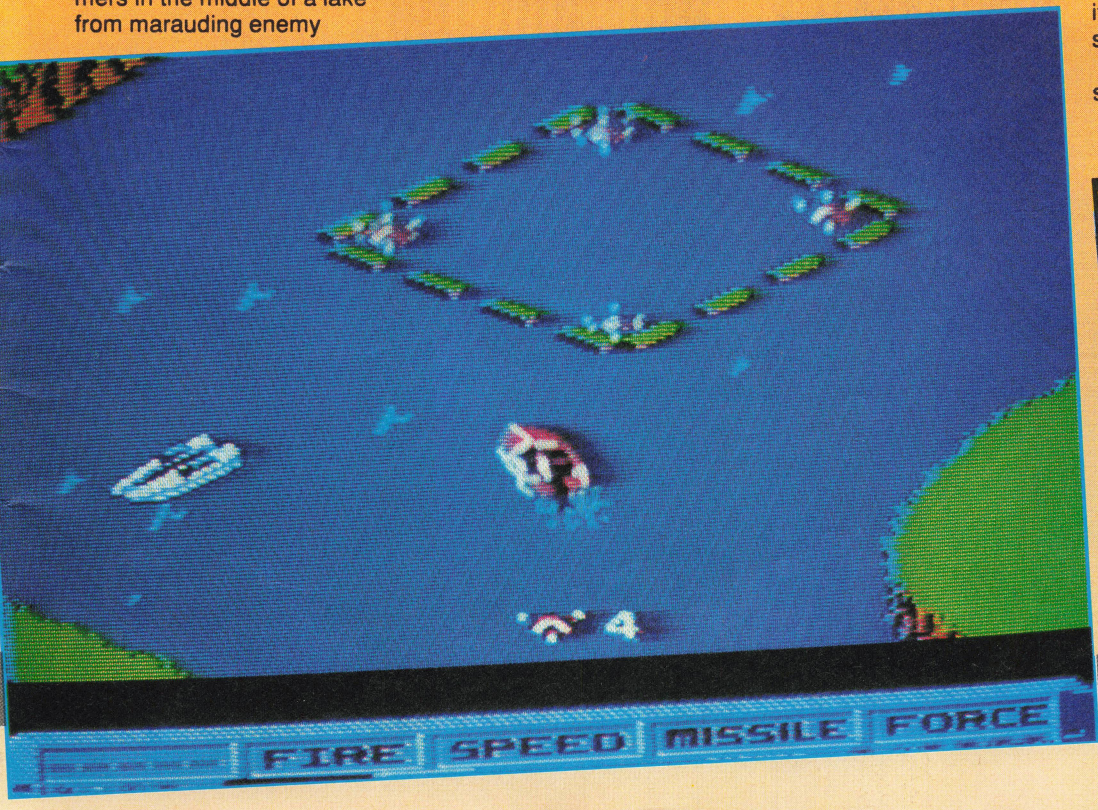
Finally there are two very tough races upstream dodging logs and whirlpools, only to find yourself transported to the lair of a sea monster, which must be destroyed by repeated blasting - and there's still twenty more levels to go!

Cobra Triangle was programmed by Rare, better known to computer game players as the legendary Ultimate Play the Game! And like their old games, this is utterly superb.

The graphics are amazing, with smooth scrolling and utterly convincing sprites, but it's the playability that makes Cobra Triangle one of the best Nintendo games around - it's incredibly addictive, and once you've started playing it's really difficult to tear yourself away.

Put it at the top of your shopping list.

JULIAN RIGNALL

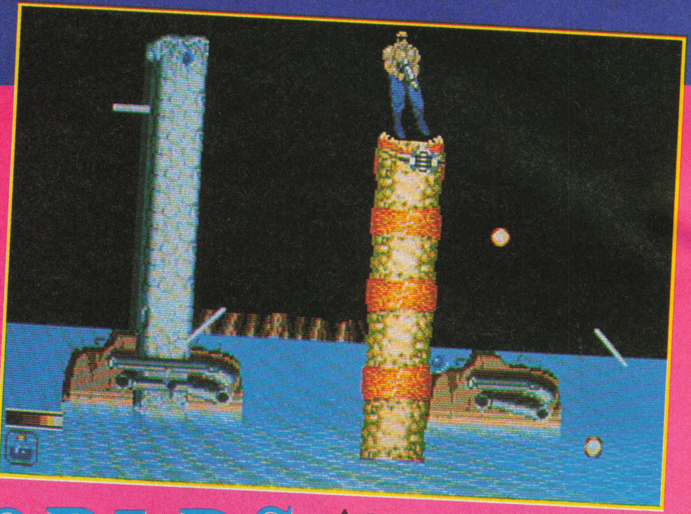


NINTENDO	£29.99
GRAPHICS	92%
SOUND	86%
VALUE	90%
PLAYABILITY	95%

A highly original and utterly superb arcade game which is simple to play, yet fiendishly addictive. Don't miss it.

OVERALL	93%

MEAN MACHINES



▲ *EEEEEEK!!*

FORGOTTEN WORLDS

When two dudes fly into enemy territory armed with a couple of laser rifles and towing floating grenade launchers, you know that there's trouble brewing.

And indeed there is. These two guys are on a mission to hunt down and destroy an evil villain who is plotting the destruction of the entire universe. Between you and him are horizontally scrolling levels that are packed with all sorts of horribly aggressive baddies and, of course, a huge end of level creature.

When aliens are blasted, they sometimes leave behind blue Zenny, the local currency which can be picked up and added to the player's cash total. Occasionally a shop pops up from underground, and the two fighters can enter and spend their dosh on the latest weaponry, better armour or even extra energy to heal their battle scars.

Although Forgotten Worlds is a very slick program which grabs you instantly and keeps you playing, it has two annoying little niggles: in two-player mode you have unlimited credits (which means you can finish it first go, even if you do get a pathetic score), and if you play one-player, the game is just a little too easy on the standard setting. To get a decent challenge you have to set the difficulty level on the option screen to "hard", instead of "normal". Why not have "hard" as the "normal" level and have the "normal" level as "easy", so rubbish players could switch to it if they get nowhere? Still, the action isn't ruined by these annoyances, and as long as you remember to select the hard difficulty level when you play, Forgotten Worlds is a superb shoot 'em up which should keep Megadrive massacre maniacs more than happy.

JULIAN RIGNALL

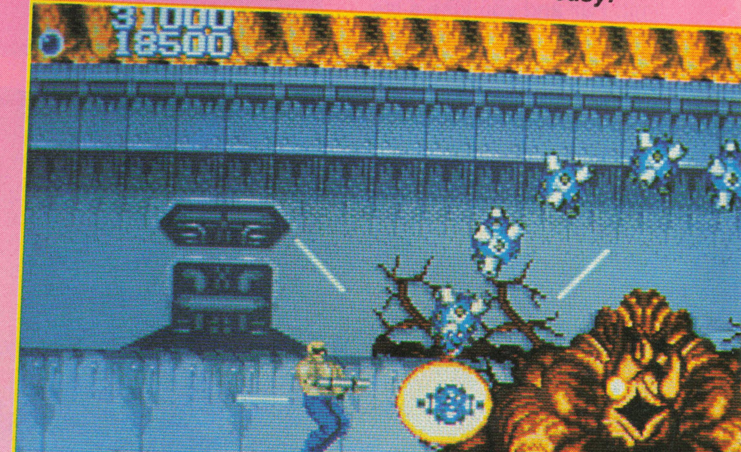
C+VG HIT!

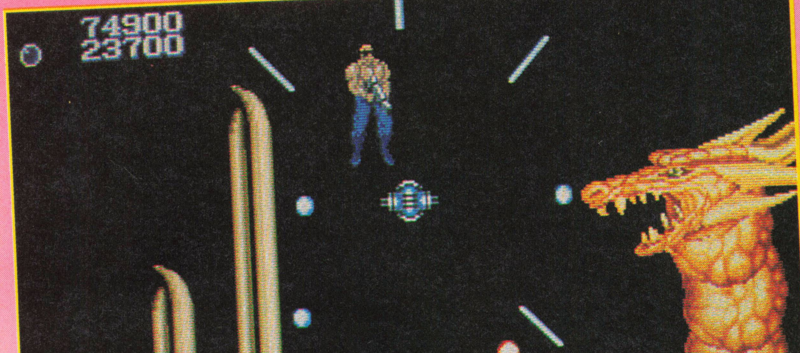
SEGA	£31.90
GRAPHICS	88%
SOUND	86%
VALUE	81%
PLAYABILITY	85%

A very polished shoot 'em up that offers plenty of action and some great graphics and sounds. As long as you select the "hard" difficulty level on the options screen, it's a demanding blaster that should keep trigger happy players very happy.

OVERALL 86%

▼ *The trash gobbler - easy!*





KUJAKU II

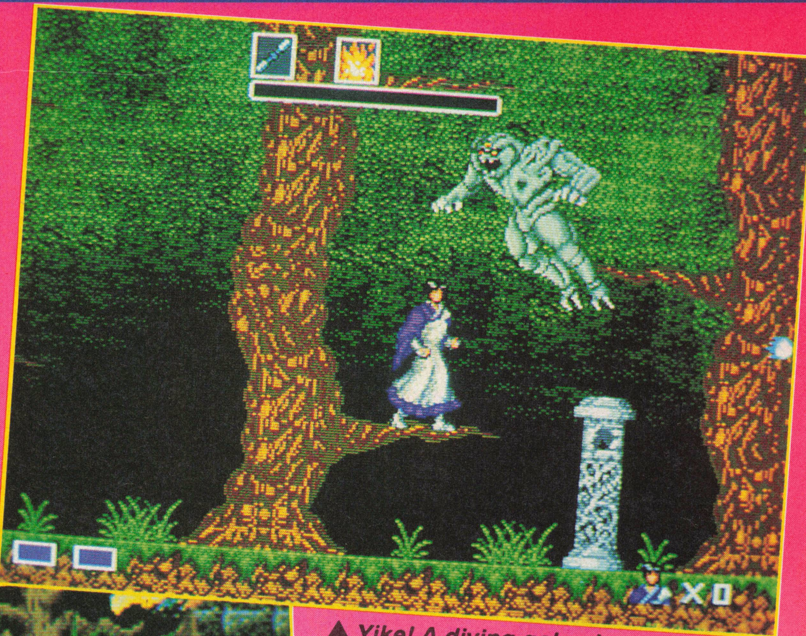
BY SEGA

Here's a game for all you Megadrive-owning transvestites out there - the main character dresses up in women's clothing! For reasons best left unsaid, our hero/heroine/whatever has decided to charge through a land made up of seven levels, dealing death to the hordes of ferocious monsters which inhabit each one. As well as the more normal ferocious, terrifying beasties found lurking in all the best haunted forests, Mr/Mrs Kujaku also comes across babies which mutate into creeping slime when butchered, fire-spitting gargoyles which guard the underground tunnels on level three and fat magicians who conjure up kamikaze birds. And, of course, there's the statutory end of level guardian lying in wait to tease and terrorise you into forfeiting your three lives and join their undead brethren.

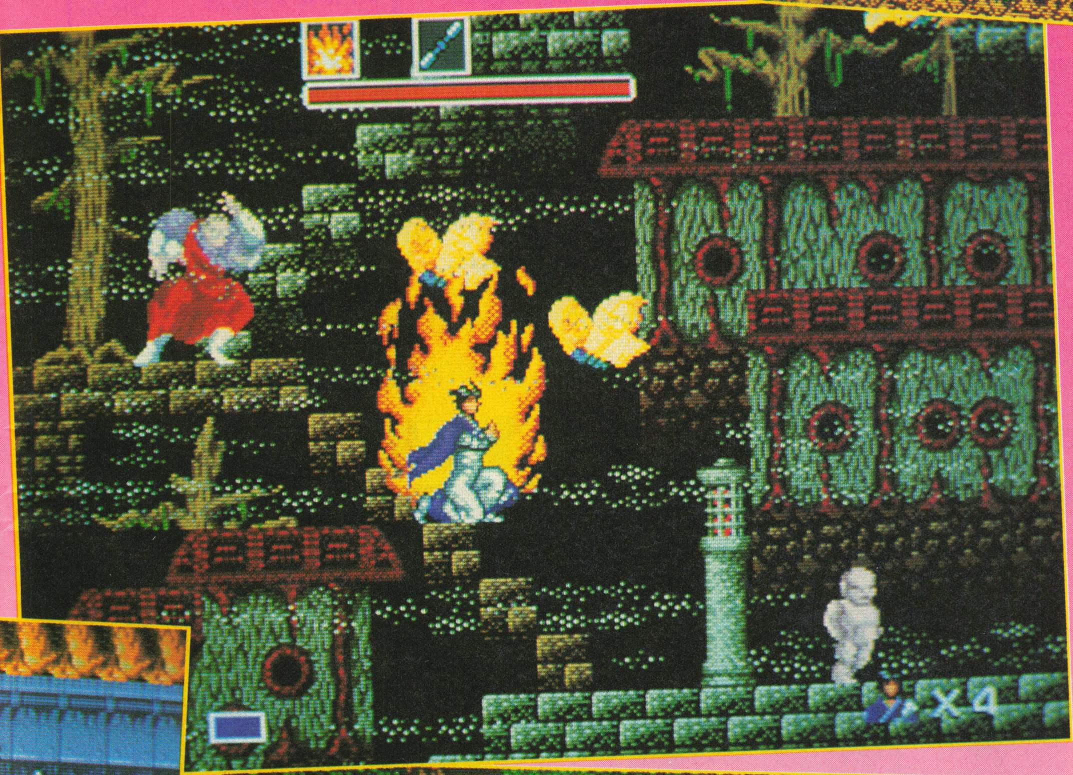
Kujaku II is an interesting little game. At first glance it doesn't look like anything special - okay, it has great graphics and sound, but to begin with gameplay seems to be of the "oh crumbs, not more running and shooting through a plethora of levels" variety. And indeed, that's exactly what it is. But the many different baddies come at you fast, keeping you on your toes all the time.

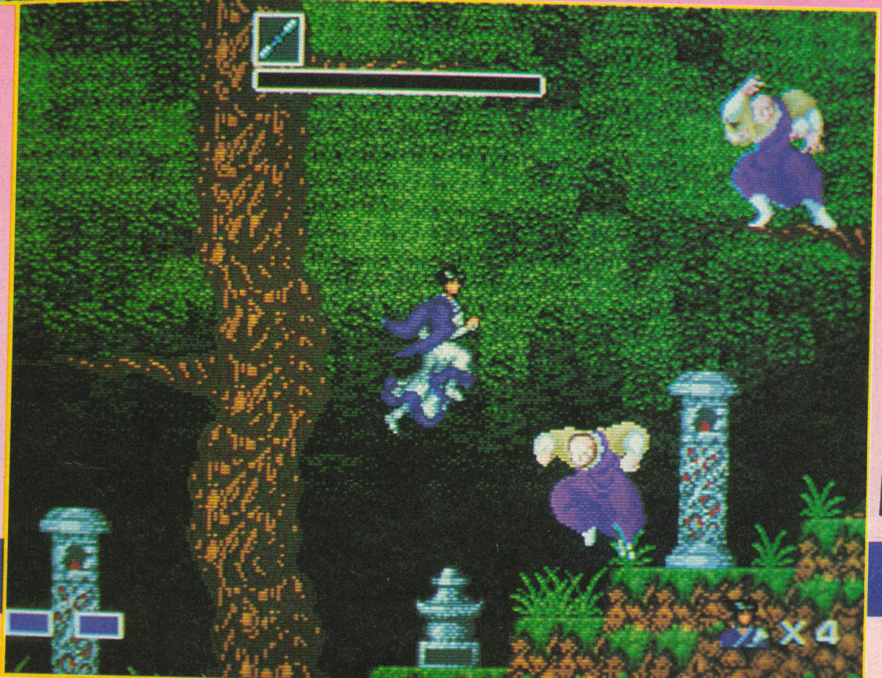
If you're after a game with the same hectic playability of something along the lines of Ghouls 'n' Ghosts, but refuse to fork out the cash which that amazing cart demands, Kujaku II is a respectable second choice. Although I wouldn't recommend wearing your sister's best evening gown while playing!

PAUL RAND



▲ *Yike! A diving golem!*





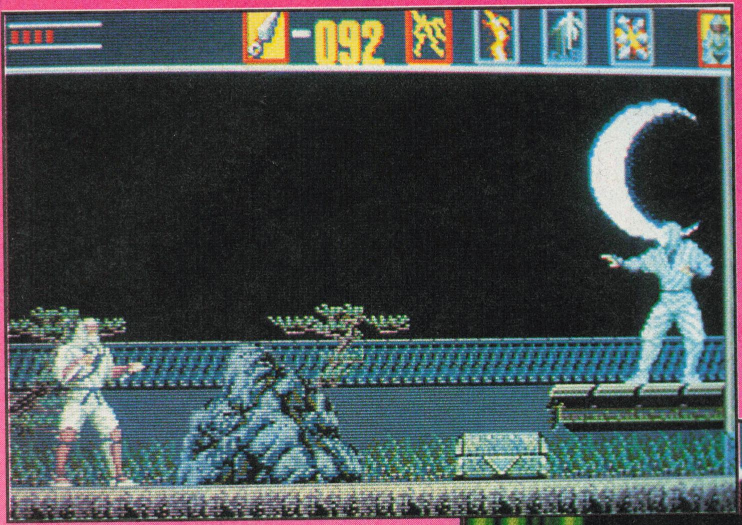
MEGADRIVE	£32
GRAPHICS	82%
SOUND	81%
VALUE	82%
PLAYABILITY	84%

Although we've seen it all before, Kujaku II is one of the best of the lot. Smashing graphics and sound, and some really steaming hot gameplay to boot.

OVERALL	84%

MEAN MACHINES

BY SEGA



He's back! And his mum's bleached his clothes! The black-garbed hero of the original Sega arcade and console game returns, larger than life and wearing white gear, in an arcade adventure-cum-beat 'em up.

The forces of evil are playing up once more, but instead of taking hostages as a means to getting what they want, they've taken the easy option of recruiting a considerably large amount of deadly orientals to their already bulging forces in an attempt to overrun the world with their own unique brand of malicious violence.

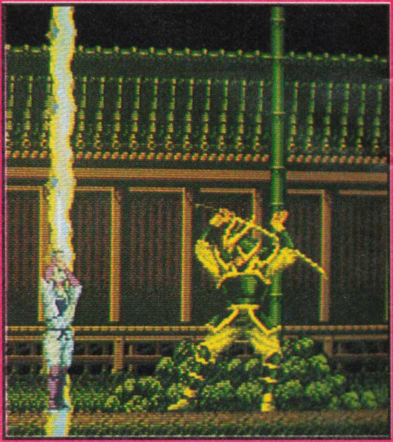
So, out of retirement comes the Super Shinobi. His mission entails the liberation of the many areas which have been seized by the enemy, using an awesome blend of ninjutsu, weapons, a super-jump (which allows Shinobi to reach the higher parts of each stage) and special ninja magic.

Each level consists of three areas, the last one containing the statutory end of level guardian. These range from relatively weedy shogun warrior found at the end of level one, to more dangerous "shadow-ninjas" and dinosaurs! All require a number of accurately-placed shots before they die and allow access to the next stage.

Although Super Shinobi offers little in the way of innovation to the seasoned arcade addict, the game is an absolute corker both to look at and play. Graphically it's superb, much better than the original (in arcade form!) with a lot of variety in the brilliantly animated sprites and moody backdrops. The fitting sound effects are on a par with the graphic quality of the game, and the music is absolutely fantastic - easily the best heard on the Megadrive!

Super Shinobi is a tough game which is guaranteed to keep you glued to your seat for a long, long time.

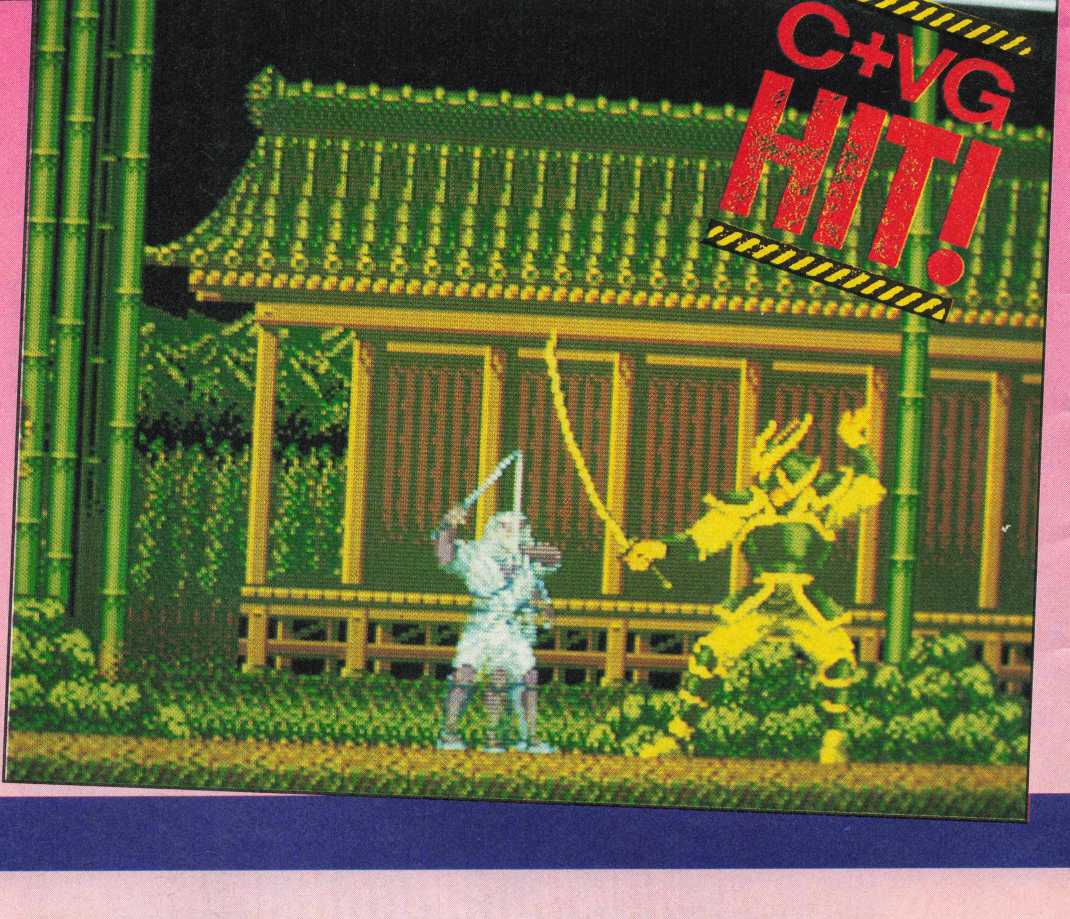
PAUL RAND



MEGADRIVE	£32
GRAPHICS	94%
SOUND	96%
VALUE	90%
PLAYABILITY	93%

Brill graphics, exceptional sound and uncomplicated, addictive gameplay make for excellent ninja-fighting thrills 'n' spills.

OVERALL	93%



IT'S NOT THE BUSINESS!

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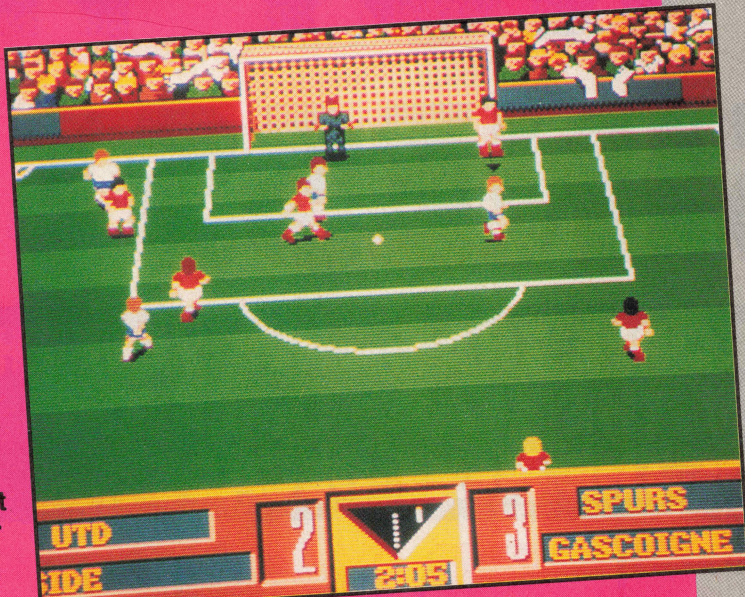
GAZZA'S SUPER SOCCER

EMPIRE



Us footy fans down here at C+VG think Bobby Robson is a right div for not including Spurs and ex-Newcastle Utd star Paul "Gazza" Gascoine in the England first team, and I bet that you lot out there feel the same way too. So, to get yourself in the mood for a spot of Robbo-bashing, here's some screens from the forthcoming game-of-the-footy-player. As well as the more usual horizontally scrolling pitch-side action, there's also a vertical view of the goal when either your own team or the opposition go for a strike. Not only that, but there's the option to customise your team, making Gazza and the boys a more potent strike force than perhaps they are in real life.

RELEASE: ST AMIGA C64 AMSTRAD SPECTRUM, NOW
PRICE: ST AMIGA £, C64 AMSTRAD SPECTRUM £9.99

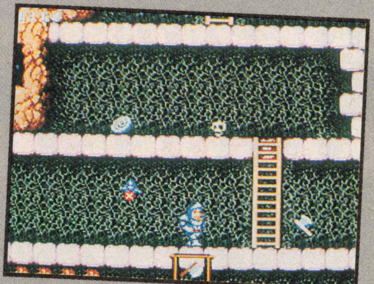
BSS JANE SEYMOUR

GREMLIN

A strange sort of name for a game, we think you'll agree. But anyway, the plot is such that the Biological Survey Ship of the title has warped too close to a star, killing most of the crew and seriously damaging the ship in the process. The alien lifeforms, which were on board the ship for experimental purposes, have escaped and are now roaming the vessel. So, Earth Command have sent a Commander (in the guise of the player) to investigate exactly what has happened and to put any damage right. What fol-

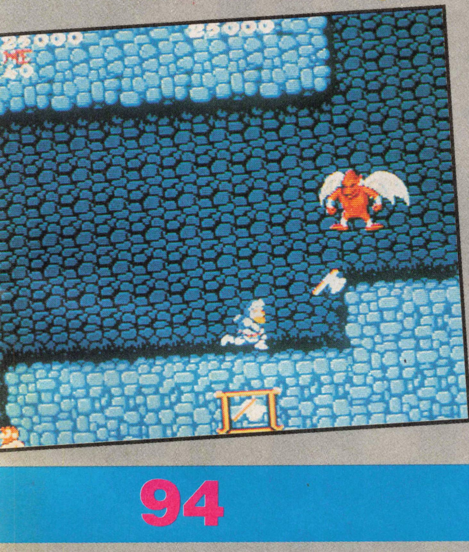
GHOSTS 'N GOBLINS

ELITE



We've had Ghosts n' Goblins re-released on 8 bit budget recently. We've had the follow-up, Ghouls And Ghosts, reviewed two issues ago. And, at last, Elite have decided that it's time to launch the first one on 16 bit. The game, which must surely rank as the arcade licence longest in production, casts you as Arthur, rescuer of damsels and destroyer of devils, in a horizontally scrolling blast from the past. Climb ladders, throw spears at demons and generally have a whale of a time in the conversion of the now ancient Capcom coin-op. The graphics certainly look close to the original, but is the game going to be as addictive today as it was originally? Only time, and a few hours at the joystick will tell.

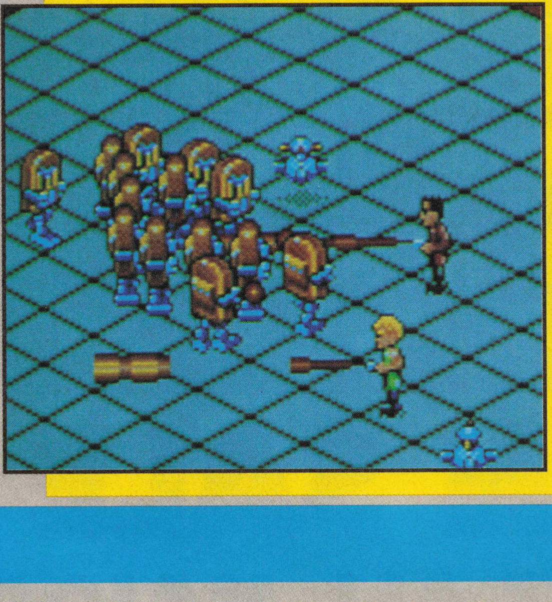
RELEASE: ST AMIGA MARCH, PC SPRING
PRICE: ST AMIGA £19.99, PC £24.99

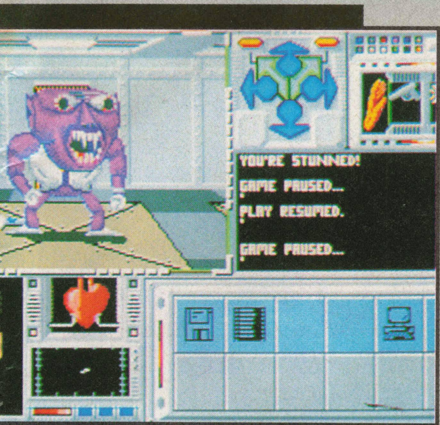


ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

DOMARK

The programming of Domark's latest Tengen conversion is well underway. Last summer, Planet of the Robot Monsters proved quite a culty sort of arcade game, in which the two heroes, Jake and Duke, have to march around a robot factory where Professor Sarah Bellum and a host of other unfortunates are being held prisoner by the evil Reptilons. As you can see from the screen shots, the programmers have made a good job of the 3D cartoon graphics




YOU'RE STUNNED!
GAME PAUSED...
PLAY RESUMED.
GAME PAUSED...

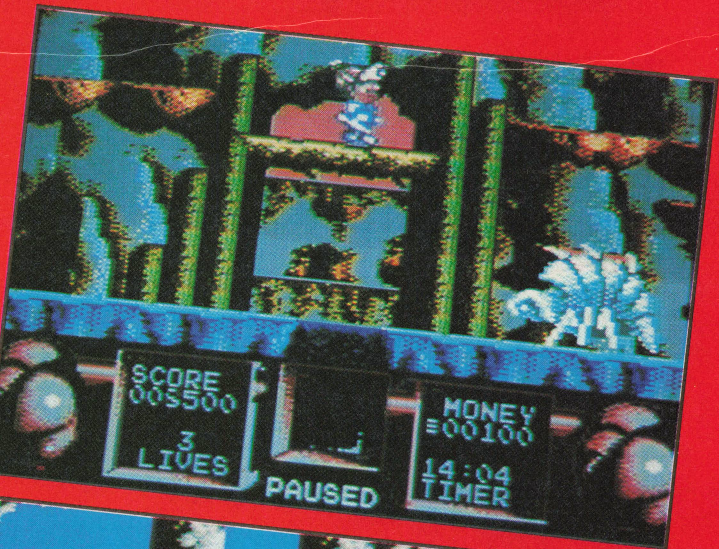
lows is a 3D mixture of arcade, strategy and role playing skills as you rush around the ship, programming robots to do various tasks in order to complete the mission. Here's a screenshot or two of the ST version to keep you going.
RELEASE: ST AMIGA PC, MARCH
PRICE: TBA

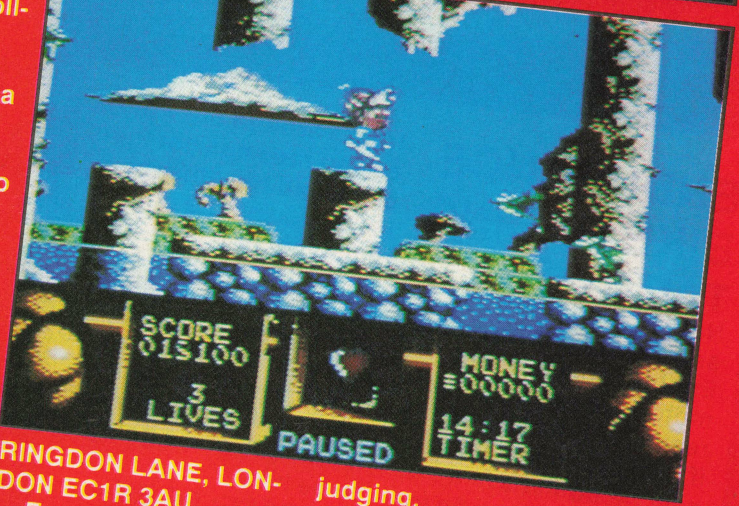
which were a major part of the arcade game's appeal, but how well have they copied the gameplay? That is the question, and we'll have the answer as soon as it lands in our letter box in the new year.
RELEASE: PC AMIGA ST C64 AMSTRAD SPEC, EARLY '90
PRICES: TBA

FLIMBO'S QUEST
SYSTEM 3

If you think you've seen a game not unlike this on the Thalamus label then you'll not be far wrong, for Flimbo's Quest has been programmed by the same folks who produced Hawkeye on the 64. Rescue your girlfriend (again) who is being held hostage (again) in a seven-level, horizontally scrolling platform romp through fantasy land. Flimbo's Quest is only a working title at the moment. and System 3 want readers of C+VG to suggest names of their own. As well as their title and name being used in the game, the winner of this mini-comp will also win a lifetime's supply of System 3 software for their machine! Send your suggestions to: MY TITLE'S A DAMN SIGHT LESS GIRLIE THAN FLIMBO COMP, C+VG, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON EC1R 3AU

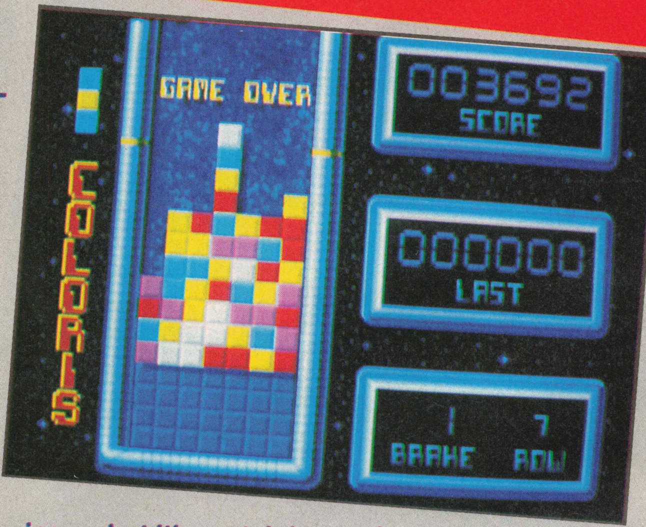
Entries no later than 20th February please, after which we'll send them off to System 3 for judging.
RELEASE: C64 AMIGA FEBRUARY, ST SPECTRUM TBA
PRICE: TBA





COLORIS
AVESOFT

Tetris was universally acclaimed as one of the best games ever in the history of computers. Its simple, yet maddeningly addictive gameplay proved a hit across the board, so it was only a matter of time before someone tried to copy the original Ruskie idea. And someone has - well, nearly. Coloris looks similar and, indeed, plays similarly, except that success relies on linking up colours rather than shapes (hence the name). It arrived too late for a review in this issue, but it's certainly drawn crowds of veteran Tetris players since it arrived in the office. Look for the conclusive review purrety sharpish.
RELEASE: AMIGA, FEBRUARY
PRICE: TBA



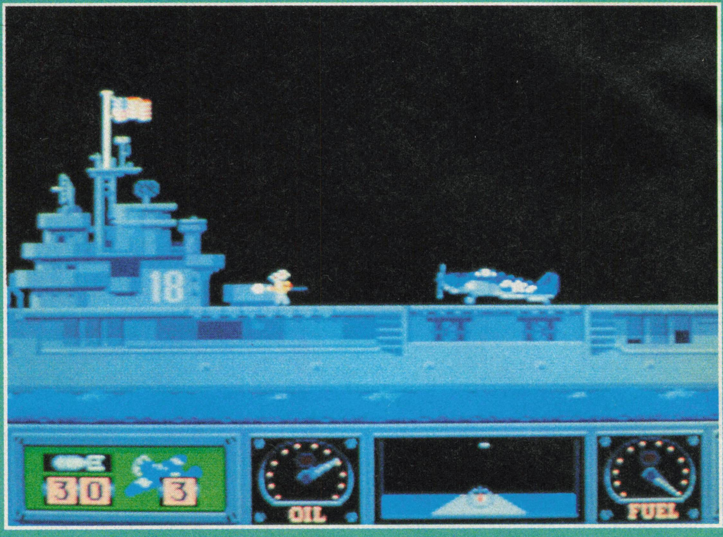
WINGS OF FURY

DOMARK/ BRODERBUND

NEEEeeeoww! AKKA-AKKA-AKKA!! Here's your chance to be a WW2 US Navy pilot, riding the skies in a Grumman Hellcat and shooting the shinola out of all and sundry. Wings of Fury is from Broderbund, the guys who brought you Typhoon Thompson (the Amiga version of which out shortly!) and golden oldie Choplifter. A Domark peon described Wings of Fury as "a bit like Choplifter in reverse insofar as you get points for shooting the little men instead of rescuing them." Sounds like our kind of game! Review imminent.

RELEASE: ST AMIGA C64 PC, OUT BY FEBRUARY

PRICE: ST AMIGA, £19.99, C64 £14.99, PC £24.99



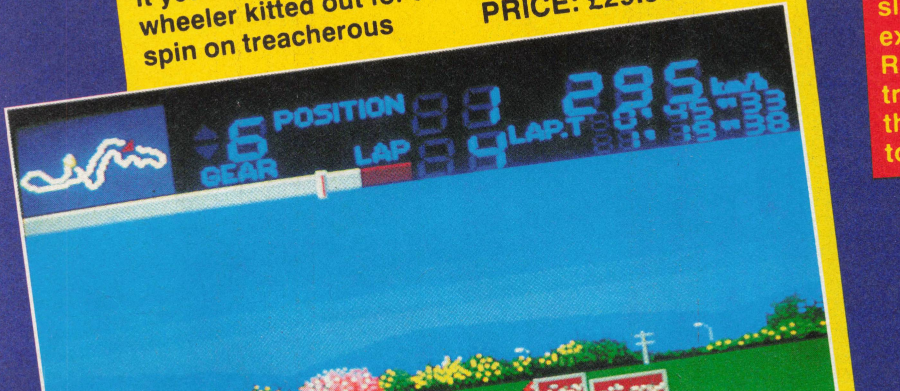
ENDURANCE BIKE RACING

TAITO

Not to be outdone by snobby Megadrivers, the Engine too has a new motorbike racing game ready for release - and it's so brand spanking new we don't have a proper English name for it yet! Get your two-wheeler kitted out for a spin on treacherous tracks around the world as you race against the clock and the other bikers, braving the unpredictability of your opponents, the roads and Mother Nature herself - when it rains it pours, and your handling suffers! There'll be a full review next month - check it out, this one's going to be hot.

RELEASE: PC ENGINE, NOW

PRICE: £29.90



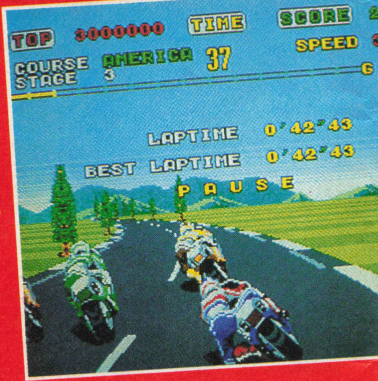
SUPER HANG-ON

SEGA

Get ready for the ride of your lives, Megadrive owners, because the outstanding Super Hang-On makes the leap from arcade machine to console - and it's brilliant! The graphics are sooooo good you'll believe you've just forced 30p into the cartridge slot, and there's even an extra game in there, too! Race around a track trying to beat a rival in the search for extra cash to buy parts for your bike. If you're a Megadrive-owing racing freak, you simply cannot miss out on Super Hang-On - and that's official!

RELEASE: MEGADRIVE, NOW

PRICE: £31.90



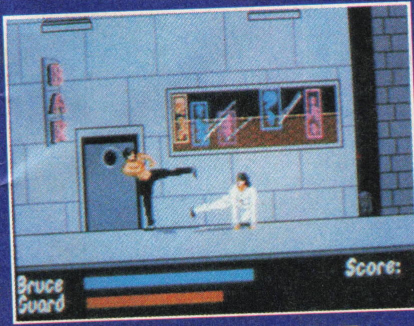
USA PRO BASKETBALL

AICOM

The first basketball sim for the PC Engine is here, and it looks absolutely fantastic! Play against the Engine or a friend in a beautifully presented battle on the court, utilising all your ball-bouncing skills to beat the opposition to a pulp, score-wise. One look at the screen shots shown here will tell you how much work has gone into the graphics, with large, well-animated players and brilliant full-screen animated sequences when you go for a basket. If you long for a simulation of this sport on your PC Engine, check out the review of USA Pro Basketball in the very next issue of C+VG.

RELEASE: PC ENGINE, NOW

PRICE: £29.90


Bruce
Guard
Score:

BRUCE LEE LIVES

MINDSCAPE

The master of martial arts is resurrected for an all-out assault on enemy forces, brought to you by Software Toolworks. As the lad himself, hone your combat skills in the practice arena before taking on the real baddies, who have kidnapped your beloved companion. Static screens convey the proceedings, as the player wrestles with the huge amount of keys in an attempt to beat the opposition to a pulp. A unique feature of Bruce Lee Lives is the macro-key option, which lets you carry out up to three different moves at the press of a button.

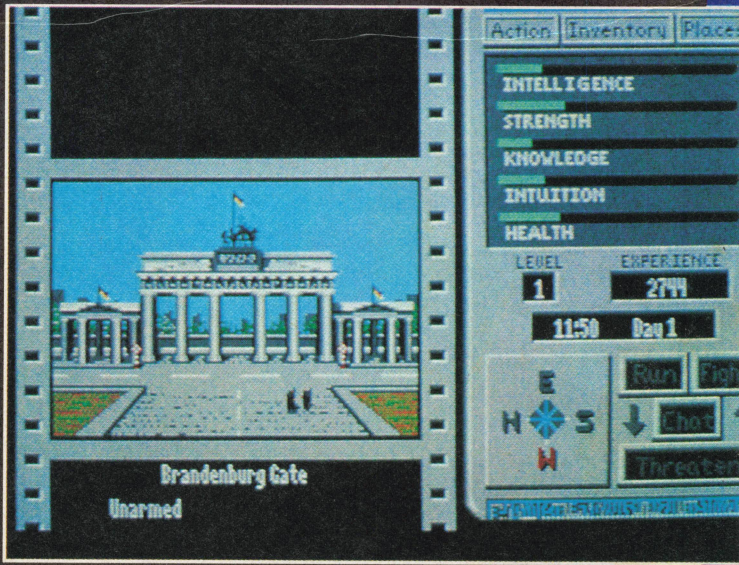
RELEASE: PC NOW, ST AMIGA TBA
PRICE: PC £24.99, ST AMIGA TBA

THE THIRD COURIER

ACCOLADE

Latest from the Stateside sim specialists is actually an involved spy-strategy game which, sadly, missed out on a review due to lack of space. A key member of the CIA has waltzed off to East Germany, taking with him three crucial pieces of military hardware which, if placed in the wrong hands, could severely threaten the welfare of the Western alliance. As agent Moondancer, you must track down the culprit, using every means at your disposal (and a few which aren't) in an icon-driven race against time and the KGB. The Third Courier is a great blend of strategy and roleplaying, and your detective skills are tested to the full around the dark, forbidding streets of East and West Berlin.

RELEASE: ST AMIGA MARCH, PC NOW
PRICE: ST AMIGA PC, £24.99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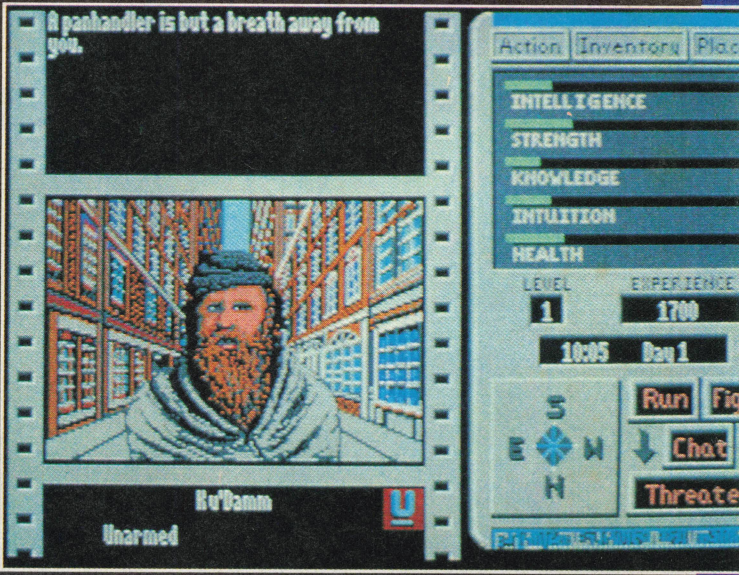

A panhandler is but a breath away from you.

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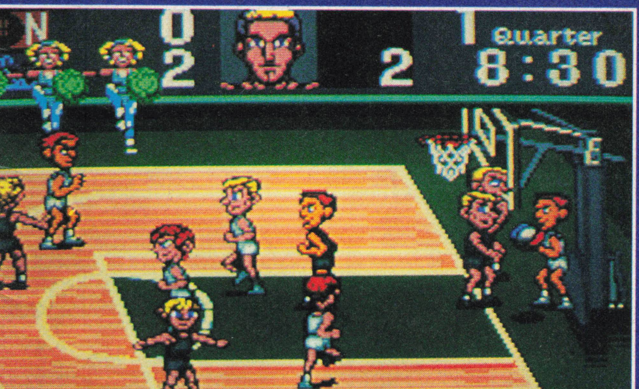
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Quarter
8:30

The PACK ATTACK

COMP

OPERATION WOLF

Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics …Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year … Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.

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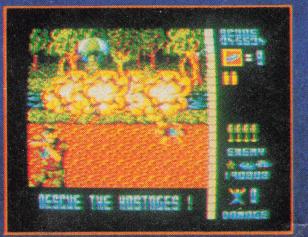

THE REAL GHOSTBUSTERS

"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION, "the creatures are very well defined and animated … as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.

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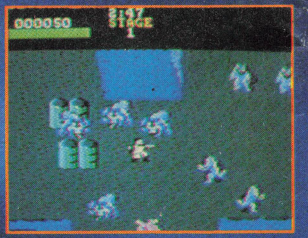
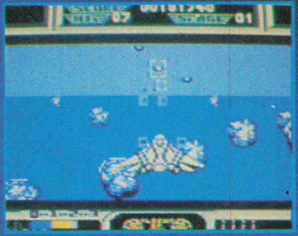


THAT ARE OUT

AFTERBURNER

You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

AFTERBURNER TM SEGA © ARE TRADEMARKS OF SEGA ENTERPRISE LTD



LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.

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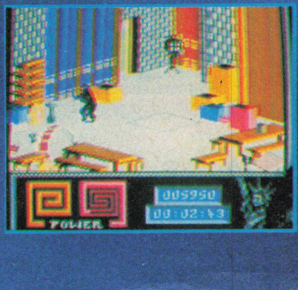

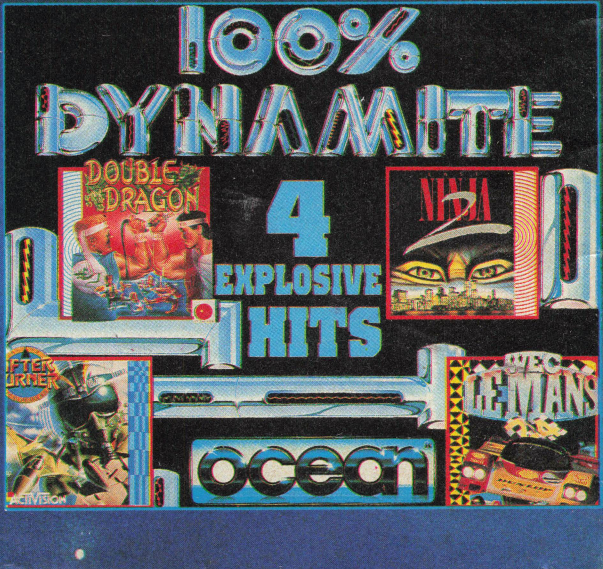

3 SPECIAL

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.

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OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

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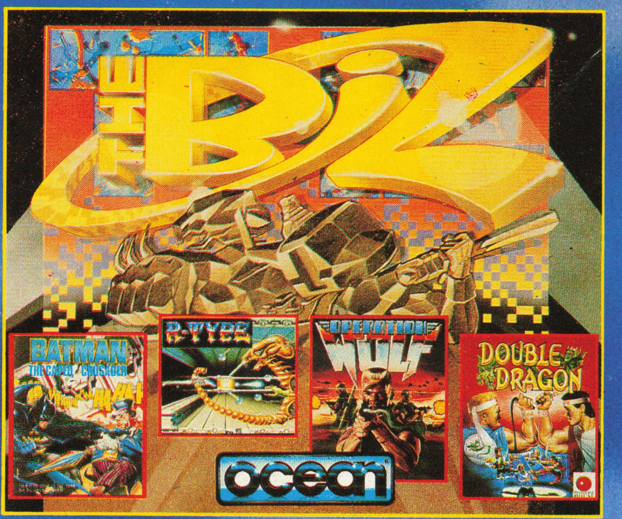

DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

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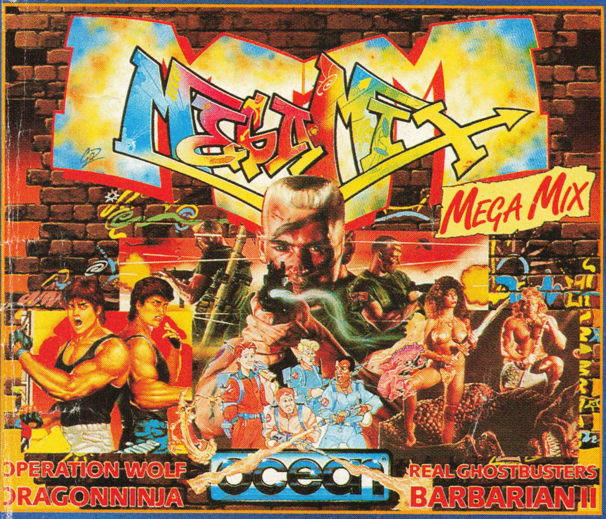
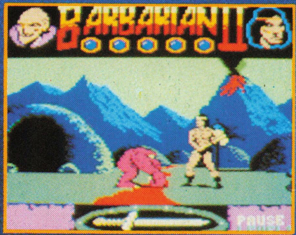
ILATION PACKS





BARBARIAN II
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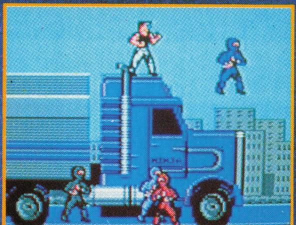

DRAGON NINJA
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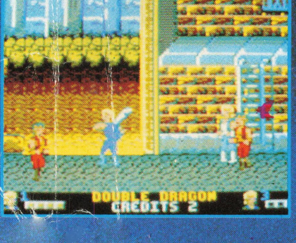

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